

THE DOOM MASTER

ISSUE 11

WADZONE



ROMERO | BOURGEOIS

Q+A WITH THE DEVIL HIMSELF

MEGAWAD

EViTERNiTY - SACRAMENT - UMBRAL PLATiNUM - NU//VOID
iNTERVIEW WITH JIM VALAVANiS - KNEE DEEP iN ZDOOM
A LOOK INTO MULTIPLAYER DOOM - REKKR + MORE!



WRITERS OF THIS ISSUE:

Endless
LadyMistDragon
Major Arlene
Nikoxenos
Roebloz
Redneckerz
Eric Claus
4MaTC
Immorpher

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And the one and only, **John Romero**, for taking part in this Q&A.

Dedicated to
Remy Mizutani
(2006-2021)

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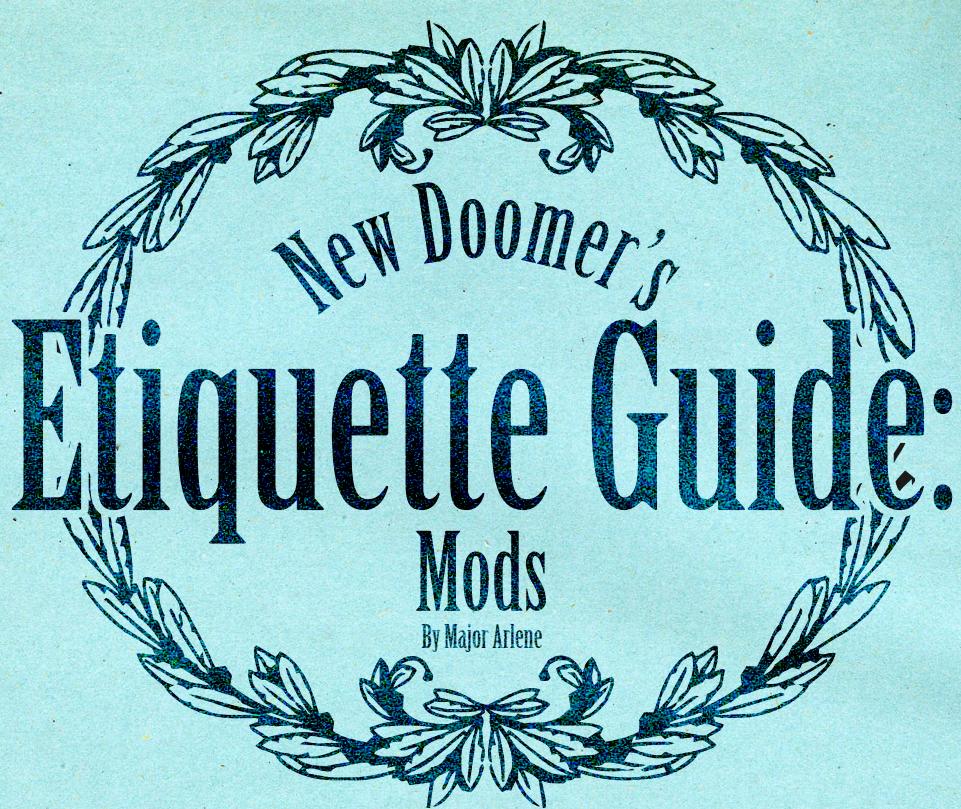
INTRODUCTION

WELCOME BACK to your monthly, favorite (quite possibly only) **Doom** magazine! Where the love of the community is spread by the wings of passionate doomers from all around the world. Here we celebrate one of the greatest videogames of all time, but also of the coolest and most enduring fan communities of history. A cult following that truly deserves the title of cult. Not because of the sacrifices, no, but because we make our own **Doom!** How's that for a fan cult?

This time we are back with all the enthusiasm in the world ready to regain our flow within the community and our publishing stream. After more than a month without publications, you would think we would be offline, but no sir, we are still here and stronger than ever. During that time, several *Wadazine* contributors kept working to create content that could be used in the future, as well as organizing multiple new events and projects, such as the recently launched *Wadazine Master Collection*. A community project created by members of our community dedicated to offering maps that are as innovative as they are amazing to play. The Rising is our first release and we hope you enjoy it, but not only that, we hope you enjoy this magazine and all our content in it! Thank you for supporting and reading us, but most of all, thank you for playing **Doom!** Keep it up. Here you'll find one of our biggest issues yet, full of amazing WAD recommendations, in-depth and fun to read articles and some other goodies that you might like! So be sure to read it all, ALL, and of course, leave some support! Words of encouragement are always welcome. Thank you all, we hope you enjoy.

– **Endless**

EDITOR-IN-CHIEF



New Doomer's Etiquette Guide: Mods

By Major Arlene

Understandably, vanilla Doom can be a little boring after a while, and you want to branch out into the big wide world of mods. So how do you get started?

You need to ask yourself a few questions before you get started:

1. Is this a vanity mod or a gameplay mod?

Vanity mods generally will only change the visuals or sounds of a game, not necessarily the game's behavior, although that won't necessarily mean the mod will be compatible with everything you play, or with other mods. Visual mods would include things like Beautiful Doom or Smooth Doom, and sound mods may include things like Text to Doom (although this is a meme, it just changes sound).

Gameplay mods change the game's behavior and are more prone to breaking when used in conjunction with other mods and custom content. This includes Brutal Doom, Project Brutality, Supercharge, or most mods that include new enemies and weapons. These mods replace vanilla sprites and change vanilla game behavior.

2. Is the map I'm using the mod with using custom content, or does it already have a mod included?

A map that uses custom enemies or weapons already will likely not be a good candidate for using a mod. Off the top of my head, I cannot say how many times I saw people complain about the Cybruisers in Eternity either breaking or becoming immortal- and then when asked, they were using a mod. Custom DEHACKED and DECORATE already existing in a map can conflict with a mod's DECORATE and break things. This goes for maps with mods already included. For example, I bundled Supercharge with Technicolor Antichrist Box because I didn't want people to load other mods with it- TAB was carefully balanced around Supercharge and I didn't want to be responsible for the map potentially breaking or becoming unbalanced if another mod was used.

3. Am I planning on using more than one mod?

Not every mod is compatible with each other, and load order is crucial. Check each mod's read me file for information on compatibilities or things that may cause it to break.

So, what happens if you use the mod and something breaks?

- *Check the mod's read-me file. It may give information about what it is and is not compatible with.*
- *Ask the mod author about the issue, or check the mod's forum thread. DO NOT bring mod issues up with map makers. If you want to see if it's actually an issue with the map, play the map vanilla and see if you can replicate your issue. If you can, then bring up the issue with the map maker.*
- *Move your mod load order around if you're using more than one mod.*

If you try all these steps and things still break, you may just want to stick to one mod only or not use a mod at all. I always recommend that people play maps as intended, generally vanilla, before adding mods to them, to get a feel for what the combat is like before adding mods on top, since some mods (like Corruption Cards) can actually make combat a lot harder. In any case, etiquette around mods should be observed for best relationships with maps, mappers, modders, and players.





John Romero

Hello my fellow refined demons, for once I will not talk about **Console Doom**. No. We have already had some Q&As/interviews with some community figures and even the developer of **SNES Doom!** But for this 11th issue, I wanted to go bigger, have a Q&A with a **Doom** legend...A speedrunner? No. It's none other than the legend himself: *John Romero*. So now, *John* shall answer the 17 most interesting questions people asked on the thread I had made on *Doomworld*. Here we go, for **WADzine**'s first ever interview with a member of the original **Doom** development team!

Pretty Much Everyone in the thread: Will you make a new **Doom 2** WAD, and if so, when is it coming out?

Romero: Unless a project I'm working on has been publicly announced, I can't say what I'm working on at the moment. ;)

Roebloz: What is your favorite **Console Doom** port from the 90's?

Romero: The **Playstation DOOM** version was the best port. The **3DO** version had the best music.

Kokoro Hane: How precious is **Doom** to you? Is it one of those games you always fall back to as your baby? Why or why not?

Romero: **DOOM** is the greatest game I've ever created, so yes, it's very special to me.

THIEF_HD209: What are your thoughts on the doom speedrunning community, and would you ever consider joining in on it for a new doom challenge for yourself?

Romero: **DOOM** speedrunning is where speedrunning started. The community is incredible and has been for decades. I can't even hope to replicate the best runs – the technique is just insane.

forgettablepyromaniac: What's your opinion on game-creation tools nowadays (i.e. stuff like RPG Maker)?

Romero: I love any tools that allow people to create games or content for games. Modders have done significant work in the



TO WIN THE GAME, YOU MUST KILL ME, JOHN ROMERO!

Doom X-Mas Mini Review

Since a WAD recommended by Romero himself had to be good, I (Roebloz) decided to give it a shot, so here is the WADzine's WAD Mini-Review: **John Romero's Selection!**



Ho-ho-ho, now I have a SUPER SHOTGUN.

The mod is very beautiful for late 1994, and I definitely see where Romero is coming from with his liking towards it. Some of the foes are now wearing some traditional Christmas hats and are festive for the holidays, and the Cacodemons are demonic ornaments! The level design is decent for the time, so you will more than likely have a good time blasting through the 3 maps. There are a few issues with some of the custom monster sprites flickering in and out of existence due to transparent frames, but it's not anything major.

For the music, you get 4 traditional Christmas songs and like Romero said, it's hilarious to blast demons to them. Now for the bad aspect of the WAD: This WAD was for a very long time hard to get ahold of because of technical and legal issues. The first issue was that the original release was for DOS (Which is unsurprising) and thus you needed a program to apply the custom sprites into the game. Then, a ZDoom release appeared however it contained unmodified IWAD contents, causing further problems. Thankfully, I have made a new legal-to-distribute and easily playable WAD that contains only the essentials. As for the final verdict: This WAD isn't on the level of today's WADs, but you can definitely have some fun playing through this quite fantastic Christmas WAD that even caught Romero's attention.

industry: **Counterstrike, Portal, Team Fortress, DayZ, Dear Esther, DOTA 2, Garry's Mod, Forgotten City, Killing Floor, and PUBG.**

Vaeros: What kind of portrayal should be the best for *Doomguy*: an untouchable 'god-like' demon slayer, or just a regular marine in the wrong place at the wrong time?

Romero: I'd have to say that *Doomguy* has been through a lot. When it all started, he was a marine in the wrong place at the wrong time. After years of battling, he is a demon-slaying machine.

Chezza: Was **Doom 1**'s atmosphere intended to be more horror, action or a mix?

Romero: It was intended to be pure action, but the AI, audio and diminished lighting made it also feel like horror.

leodoom95: What is your favorite IWAD? (**Doom, Doom 2, TNT:Evilution or Plutonia**)

Romero: Too difficult to judge. **DOOM.WAD** because it was the first, and **DOOM2.WAD** because it has the most great levels + monsters + SSG.

Some People: What is your favorite fan-made WAD of all time? (Excluding **TNT Evilution** and **SIGIL** of course) Has the evolution of community mapping/modding turned out how you envisioned?

Romero: I've always loved the **1994 X-Mas DOOM II** mod. The music is hilarious while you're destroying demons. And the snow is great!

bruce_: What was your map creation process during **Doom 2**?

Romero: The same as always: open the map with an area that looks cool, create a place where you revisit, and develop the level line by line, running the game over and over until it's done.

Mr.Rocket: Do you still Deathmatch in **Doom** or **Doom2**? If so, how often?

Romero: Yes, every once in a while. Before COVID, I would travel to different countries and do exhibition Deathmatches.

intacowetrust: What are the benefits you have found and are there any areas you feel that could be improved upon to encourage more game development within Ireland?

Romero: The benefits of Ireland are its people, culture, and beauty. Why not live in one of the most amazing places on earth and make games?

Not Sure Who Asked, You Know Who You Are: If you were part of the current id development team who worked on **Doom Eternal**, what would you have done differently?

Romero: I can't say – it would depend on when I joined the team, my mindset at the time, and the team's ideas.

Wavy: What is your opinion on **Doom 64**?

Romero: I think it was a great offshoot of **DOOM** – nice levels, lighting, audio. Great job.

Aaron Blain: How did **Doom**'s mechanics and balance evolve? How did things like HP, damage, monster wakeup times and painchances etc. develop the way they did? Were there points in **Doom**'s development when it had a different 'feel' or different dynamics, and you refined it to get the desired effect?

Romero: Because we had already made **Wolfenstein 3D**, we had the design for much of those things already down: painchance, sighting w/audio, HP, damage, etc. We always based everything off the player's 100 HP. If an enemy was tougher, it had more HP than the player. The weapon damage was also tuned to 100 – how many shots should take down a player? Make each bullet's damage equal that amount.

Roebl oz: Is there any earlier **Wolfenstein 3D** prototype than the one that was released on *The Cutting Room Floor* not so long ago? And how did that prototype end up in the wild in the first place?

Romero: The only way an early version of Wolf3D would have gotten out is through **Apogee Software**. We developed the game in 4 months and released the shareware version – that's very fast, so not much time for alphas and betas.

Roebl oz: And finally to conclude this Q&A, any recommendations for people wanting to get in **Doom** mapmaking?

Romero: Sure – google **DOOM BUILDER 2** and download it. Learn how it works, then start making small maps. Keep doing it to get good.

I would like to thank John Romero for agreeing to do an interview with us, as well as bringing back up an old 1994 Christmas WAD, the *Doomworld* community for asking questions, and of course you for reading this article.

-Roebl oz



JOHN ROMERO AND THE GANG AT ID SOFTWARE, CIRCA 1994.

The **Doom** Community harbours some of the finest talents ever seen in the wider game diaspora. Many got their career start thanks to the hellish landscapes that are the world's in **Doom**. But among the brightest stars, more distant novas appear side by side. They aren't at the forefront and aren't in the centre of to get everyone's attention. These are the people whose star won't shine so bright, but will last ever longer.

I sought out to find and interview Jim Valavanis. Known as "Jval" by most in the community, Valavanis is a prime example of humbling generosity. His craftsmanship has helped so many Doomers and Doomlets out here, that it would only be natural to interview a silent legend.

A word in advance: Jim's work is meticulous and perfectionized to the core and this interview was no exception. Based on the questions I came up with, Jim not only answered in spades, he

even addressed things I didn't even ask about but proved to be very interesting to read. Not only that, the entire transcript was harmoniously formatted – practically Wadazine ready without having to do any after touches.

What follows is an interview with a persona in the community we should all be glad to have. It is because of people like Jim Valavanis, which make this community even more special than it already is.

- Redneckerz

INTERVIEW

AN EVENING WITH: JIM VALAVANIS

BY REDNECKERZ

R: Firstly, welcome! To start, tell me something about yourself. Who is Jim Valavanis?

J: I'm an old school gamer and IT professional from Greece.

My first encounter with video games was in the late '80s. Back then I first played games like **Bubble Bobble**, **Double Dragon** and **Cabal** in arcade cabinets. In early '90s I moved to PCs. I remember playing games like **Commander Keen** and **Eye of the Beholder**. Then **Doom** came, and it's been my favorite game since then.

Besides video games, some of my other hobbies are:

- **Lego!** I'm an active member of a **Recognized Lego User Group (RLUG)** and I've participated in numerous **Lego** festivals.

- Collecting comics. I own a respectable collection of more than 10,000 Greek comic magazines, mostly from '70s and '80s.

- Playing Chess, at amateur level.
- Creating applications for the "joy" of programming. Hobby programming

offers me the productivity and creativity without the bounds and constraints of the professional path.

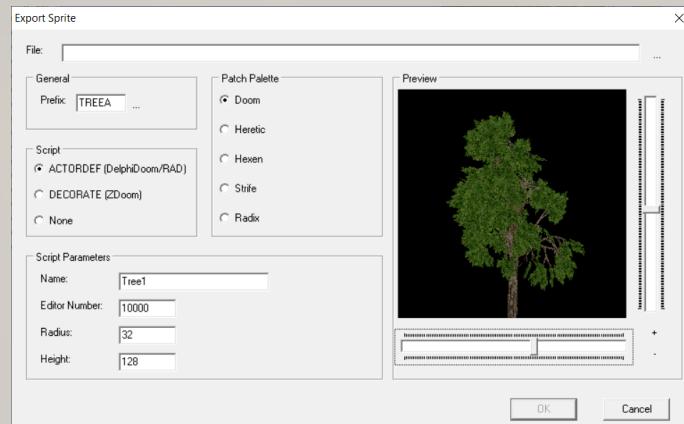
R: What got you into **Doom**?

J: My first encounter with **Doom** was with the first shareware version of **Doom (v 0.99)**. It was back in December '93 when I first played it. I was so impressed by the graphics and the smooth movement! It was so different, so good, and so real! It was so much... 3D! Despite the fact that the next years came out FPS games with better graphics, none of them achieved to distract me from **Doom**.

My favorite run is still the **Knee-Deep in the Dead**, just because I want to reach "**Phobos Anomaly**", listen to "**Sign of Evil**", and then, experience once again the best finale in the Classic **Doom** series! I'll always find an excuse not to type `idclv18`, so I can enjoy this first legendary episode one more time!

R: In terms of modding **Doom**, which aspect brought the most fun out for you?

J: In terms of technical interest I'm fascinated by unorthodox exploitation of the vanilla engine, like linguortals, Mikoportals, the arbitrary code execution and the voodoo conveyor belt.



As a player I enjoy maps with detailed outdoor areas, especially with a good amount of foliage.

R: What have you made for the Doom community?

J: I usually spam the forums every now and then to announce a new **Doom** app, or an update of an existing one .

I have created 2 source ports, **Delphi-Doom** and **FPCDoom**, various **Doom** related tools, and a cross-game source port, **RAD**.

- My flagship project is **Delphi-Doom**, a source port that I'm working on for more than 16 years. It also supports **Heretic**, **Hexen** and **Strife**, by having a separate branch for each game.

- **FPCDoom** is a sister project of **DelphiDoom**, that only supports **Doom**. It is based on an old version of **DelphiDoom**, but it has evolved to gain its own distinct personality. It lacks advanced features such as 3d floors or slopes, but it has got more robust design and some fun features like palette post-processing effects and mirror mode. I've also utilized it as a test playground for exploring features and possibilities that latter were backported to **DelphiDoom**, with the most notable of these to be the dynamic lights in software rendering mode.

- **"DD_Voxel"** is a voxel editor with sprite export. Despite its "DD" name prefix, it's not a **DelphiDoom** only tool, but it is useful for any source port or game that can utilize voxels in **Slab6's** vox format.

- **"Terrain Generator"** is an easy to use tool for creating textured elevation data. It can import textures from WAD and PK3 files and it can create WAD and UDMF maps with many conditional options.

- **"WAD Painter"** is a tool to easily blend texture resources from WAD files.

- Other of my tools, include **DelphiDoom** specific helpers, like the **DelphiDoom Modeler**, a tool for easy prototyping 3d models, **DD_IDE** script editor, **ddc** PascalScript command line compiler and **"pk3entry"**,

a tool to encapsulate the long filenames of PK3 files inside WADs.

- I've also utilized the source code of some historical **Doom** tools, like **SLIGE v.4.90** and **BSP v.5.1** and I re-created them in the Pascal programming language.

- And last, but not least, I'd like to mention **RAD**, a very close engine remake of the 1995 DOS game **"RADIX-Beyond the void"** using the id-tech1 engine. **RAD** is actually a **Doom** source port, enriched with the **RADIX** game mechanics. It is based on a modified version of **DelphiDoom v.2.0.5**. I mentioned it as a "cross-game" source port because its unique feature is that it can actually load the **Doom 1** IWAD and thus you can play **Doom** not as a marine, but as a **Radix** drone.

EDIT: Since this interview was conducted, Jim already made a few more tools:

- **DoomTree**: A procedural tree sprite & voxel generator for Doom games

- **DoomRock**: A procedural rock sprite & voxel generator for Doom games

- **ENDEdit**: A B800 text screen editor. Such screens were usually dis-

played as an end screen when exiting DOS based games. Can edit EN-DOOM screens

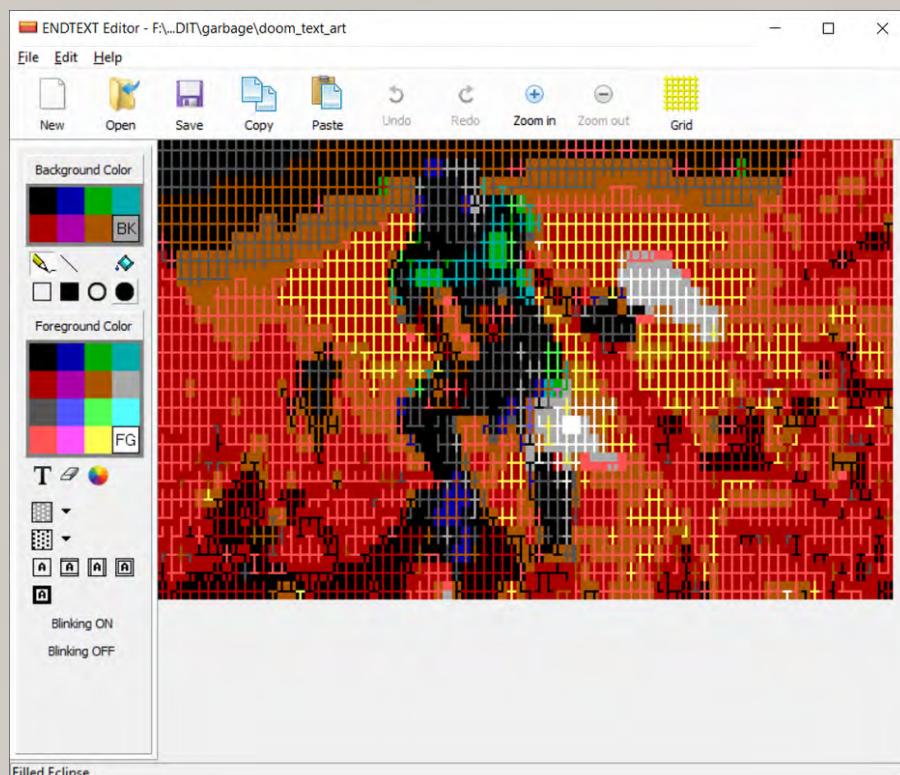
R: What do you feel is your greatest accomplishment **Doom** related?

J: From a player point of view, I'll say finishing the **"Knee-Deep in the Dead"** for the first time. Speaking as a developer, I consider my greatest accomplishment to be the initial conversion of **Linux-Doom** source code to the Pascal language.

R: Which people inspire or have inspired you during the development of all these **Doom** works?

J: I'll say "All of them!" I mean all the **Doom** community. It's remarkable that a 27-28 year old video game has such an active community. It's the community that gave all this unlimited knowledge about **Doom**; it's the community that explored every single aspect of the game. I just collect the fruits of all these efforts and I try to apply all this knowledge while developing. Without all that knowledge it would be impossible to even conceive some of my projects.

In term of individuals I'd like to thank every single member that offered priceless feedback, constructive criticism and feature requests to every **Doom** application I've made. Without



the community feedback, most of my **Doom** works wouldn't exist, at least in their current form. Probably they would be forgotten in a hard drive and got lost into oblivion.

R: Did you create any software **Doom** related that was either abandoned, unfinished or didn't quite work out? If so, what were these?

J: Yes, indeed, there are some projects that I've abandoned, or didn't quite work out:

- The first thing that comes to my mind is tampering with the DEU source code. It was probably around 1995 when I tried to make a **Heretic** equivalent. As far as I can remember, I actually made some progress but unfortunately, it wasn't working very well. Then I found out that there was already such a project (HEU) and I abandoned my effort.

- I'll also mention an unreleased, non working, source port that I started some years ago, that was never released into public. It was aiming to be a C-language source port with true color software rendering, borrowing tech from **DelphiDoom**. Unfortunately, I didn't even manage to make a single successful compile. Now, what it has left of this attempt is a directory in my old laptop under the name "**TrueDoom**".

As you can see, I 'm not doing very well with the C-language, so it is now obvious why I select Pascal programming languages as my development environment.

R: **TrueDoom**- Would it be possible, given its age, to study its code/build? Perhaps someone can make a compile or can study its true-color routines. I know Bruce (creator of the Chocolat port – Red) definitely would like that!

J: As for **TrueDoom**: I have the impression that I finally gave up the project, when _bruce_'s port went public. **TrueDoom** is flawed, incomplete, it's a mess. Probably if someone takes a look at it will ask: "Hey Jim, your little kid did this?" So, unless I make something working out of it, the project remains dormant.

R: Which source port do you prefer playing **Doom** with nowadays, and why?

J: I'm using a lot of source ports, and I use each of them for its own reason:

- Most of the times I play **Doom** with **DelphiDoom**. The feature that I enjoy the most is it's the true color software rendering, especially after the addition of dynamic light effects. I must say here, that there were numerous times that I wanted to play a mod/map and simply things were not working. But... I was denying using another source port to play it! I had to make things work in **DelphiDoom** in order to continue playing! Some of these mod/maps are "**Lost civilization**", "**Sunder**", "**Sunlust**", "**Black Ops**" & "**Smoothed**". So step by step, I managed to fix and improve the engine in many ways in order to be able to continue playing. That was my reward!

- For **ZDoom** mods I use **GZ-Doom**. I like its latest additions, such as the Vulkan rendering and the true color software rendering. I was always fascinated and inspired by its vast list of features.

- **Eternity** is my alternative to **DelphiDoom** for **Boom** or Vanilla compatible maps, due to its great performance, the high frame rates and its stability. The cardboard rendering engine is amazing!

- **K8Vavoom** for its nice OpenGL rendering and the unlimited amount of blood! It's so fun!

- **Doom Retro** for its nice software rendering effects.

- **Chocolate Doom** for vanilla nostalgia. And **Crispy Doom** when my eyes are getting tired by the 320x200 screen resolution.

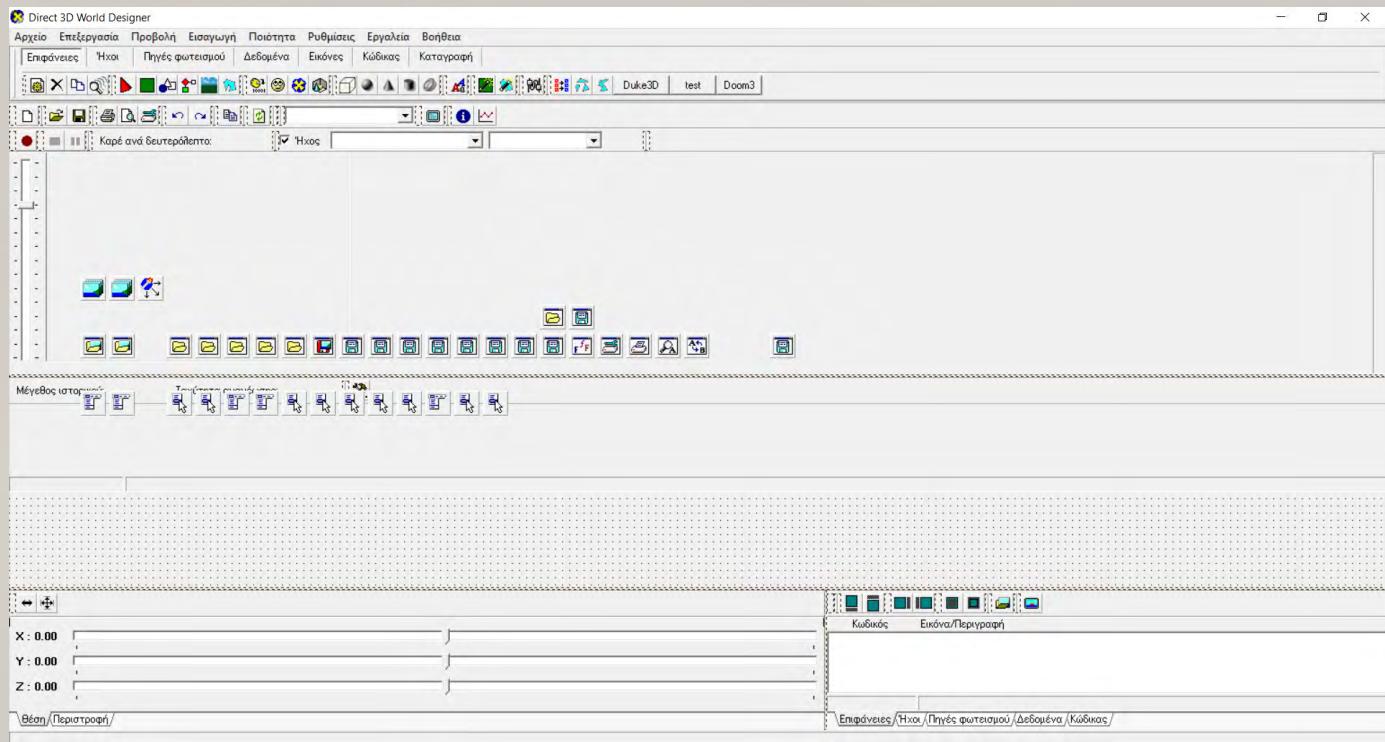
R: You once made a game called **Hunter** that used 3D models of some **Doom**'s monsters. What was the inspiration behind the game and its engine?

J: **Hunter** is an old project that I made back in 2004. Indeed, it uses some models of **Doom**'s monsters, and it was inspired by **Doom** source ports that were using md2 models: **Doomsday Engine** & **Doom3D**. I remember that, despite the fact that I liked the models, I didn't actually like playing **Doom** with these. So I decided to use them to make another game.

The engine behind the game is a game engine I was working at that time, the "**Surfaces Engine**". The same engine powers some of my other old projects like **DoomViewer**, **QuakeViewer**, **TombViewer** & **DukeViewer**. It uses Direct3D hardware acceleration, DirectSound and DirectInput. The level design of the game is sector based, like **Doom**. In addition, the engine supported sloped surfaces and sector above sector. The level is rendered using simple frustum culling, not something advanced like bsp.

Once I was asked if there is any **DelphiDoom** code in **Hunter** and the answer was "No". But, believe it or not, there are some tiny drops of **Hunter** in **DelphiDoom**: First of all, the "**Surfac-**





es Engine" has built in scripting, powered by "Innerfuse Pascal Script". Later versions of "Innerfuse Pascal Script" renamed to "Remobjects PascalScript", the scripting language that **DelphiDoom** uses. Also, there is an option in **DelphiDoom**, to activate player breath sounds. There are two sounds available, normal breath and out of breath sounds, when the player is running. These two sounds are located inside the system wad ("DSPBRTH" & "DSPBRTH2" lumps of Doom32. swd). **Hunter** uses the exact same sound files for player breath. And, yes, it's my own recorded breath.

R: **Surfaces Engine**- Could a 3D rendered source port of **Doom** be created out of it, since it is capable of rendering **Doom** levels as demonstrated by **DoomViewer**?

J: The **Surfaces Engine** is vastly different than the **Doom** engine, it lacks features, it has/had it's own features, it's something I made a very long time ago, probably without the required experience. With a good update it could support rendering, music and

sound for a **Doom** source port, but there are better alternatives (or better things to do). Collisions and logic work very differently, and in an inferior way compared to **Doom**. The best feature it had was the sector over sector and overlapping lines on xy level (but in different heights) without any problems.

R: Is there a standalone version of the **Surfaces Engine** or is this **Doom-Viewer**?

J: There was a stand-alone version of the engine, that unfortunately is not in a compiled form anymore. It was more like a design tool. You could design the level, write and debug the script, test the game, generate executable (yes!), you could even directly record video from within the editor. The bad thing is that the UI is in Greek language :)

R: Lastly, So what is **DoomXS** about? ;)

J: **DoomXS** stands for **Doom-eXtra-Small**. It's a tiny source port of Doom, developed in Pascal language. Its

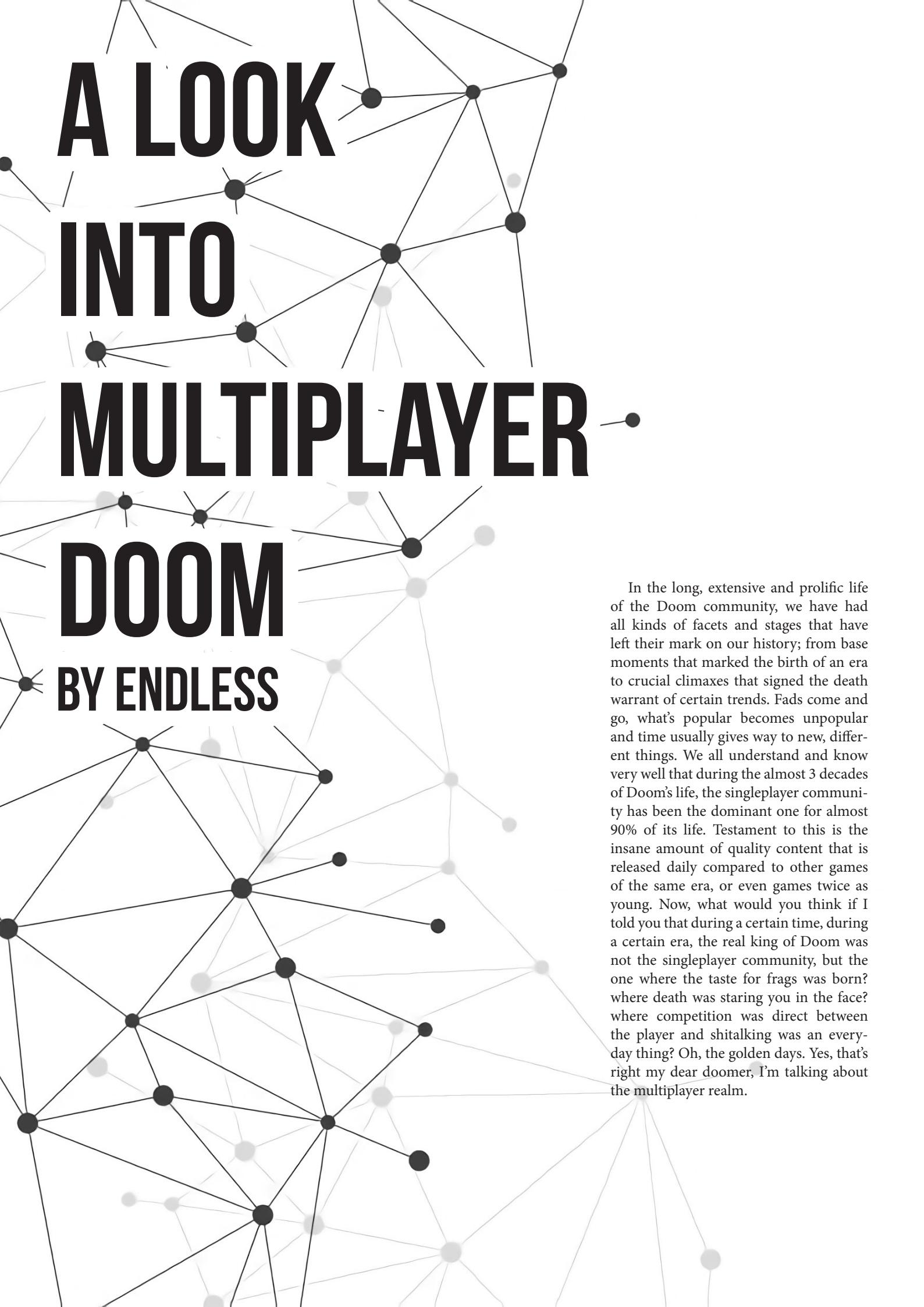
development started after celebrating the 1,000,000 lines of **Delphi-Doom's** source code repository. It is based on **DelphiDoom v.0.1** (which was released at October 15th 2005). Its main purpose is to fill the absence of simple/vanilla Pascal-based source ports. It aims to attract young Pascal programmers to the **Doom** engine with a simple and tiny code base (less than 70,000 lines of source code), or to be a base for a school project.

For convenience, it features a 640x400 display resolution, and raised static limits. It can be used in low-end PCs, since it has very low memory requirements, probably it can run in Windows XP with 128 MB of RAM, and at the same time it runs without problems on modern hardware. **DoomXS** also helps me to debug the vanilla behavior. At the time of writing there is no official release, but the source code is available on my github account.



A LOOK INTO MULTIPLAYER

DOOM
BY ENDLESS



In the long, extensive and prolific life of the Doom community, we have had all kinds of facets and stages that have left their mark on our history; from base moments that marked the birth of an era to crucial climaxes that signed the death warrant of certain trends. Fads come and go, what's popular becomes unpopular and time usually gives way to new, different things. We all understand and know very well that during the almost 3 decades of Doom's life, the singleplayer community has been the dominant one for almost 90% of its life. Testament to this is the insane amount of quality content that is released daily compared to other games of the same era, or even games twice as young. Now, what would you think if I told you that during a certain time, during a certain era, the real king of Doom was not the singleplayer community, but the one where the taste for frags was born? where death was staring you in the face? where competition was direct between the player and shitalking was an everyday thing? Oh, the golden days. Yes, that's right my dear doomer, I'm talking about the multiplayer realm.

While the concept of multiplayer is often seen as a granted thing today, during the early history of Doom (and games), this aspect was incredibly dominant and impressive across the board. Not only was it a game mode that allowed you to play against or with other people, but it was a technical marvel that while we now take for granted, it was seen as the future during times when the internet was barely getting into shape, multiplayer looked like the future. In theory, it became the future. You may have heard the legend that Doom was installed on more PC's than Windows, which made Bill Gates feel attracted to use it as an advertising platform. Or maybe the curious fact that there were so many people playing Doom in multiplayer, that office companies had to take measures to prevent the game from distracting their employers. There were even programs to prevent you from connecting to the servers! What a dystopia. But those times have passed, but even in them, we can see how this aspect was not only an extremely important factor in Doom's success, but an artistic industry that dominated during the early years. Fan-made content was mainly focused on the development of Deathmatch compatible WADs, this being probably the biggest crowning glory of Doom's multiplayer mode. You don't have to hear it from me, but you can see it from one of the fathers themselves. That being good old John, the other John, the cool one, no, no, not that one, the other one. Yes, that one. Romero was an insanely obsessive DM fan (and the originator of the term) for a long time, to the point that he played so much that it hurt his progress as a developer. Isn't there a cute story about how Carmack broke down Romero's door for playing Doom deathmatch all day? Boy, those were the days.



I can't tell you much about Doom's multiplayer story other than what I've read. I wasn't even born during those glorious times so my lack of experience might injure my true focus into what this article is about. [Here](#), in this fascinating video by Doomkid, an expert on the subject, you can see a bit of the great history of MP Doom and MP in general during the early-days of that bygone era.

GAZING INTO THE ABYSS

And now, where's the multiplayer scene 27 years later? The story of our favorite game has not stopped for a single moment. Great community installments are released periodically and the quality content rains down with every day with no sign of stopping. Sure, we've encountered a few bumps in the road, but the road has moved on and we've changed. Some things changed, some for the better, some for the worse, and some just evolved into different things. Neither good, nor bad. One way or another, the content never stops... but, as soon as we look at the object that is multiplayer, things get a little interesting.

A thousand years, uh, I mean, 3 decades ago and we look at something that changed the way of life of many, opening the way to a hobby that would evolve for years and years. We look at something that, even during Doom's resurgence, still clings with passion to life even if there have been attempts to kill it. Multiplayer had a sadly decadent era, one in which the action was fused with mediocrity, toxicity and a cessation of attention from the general community. Events were diminished and players slowly drifted away. It was a dark time where it seemed that the sunset of multiplayer was finally falling. However, like a classic work of romance, thanks to the efforts of a handful of extremely passionate and loyal players, the multiplayer community endured and continues to endure.

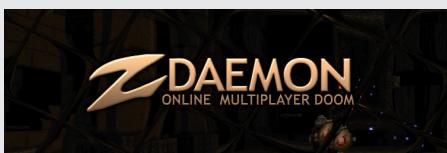
Just as the saga in general had a period of resurgence with the release of Doom 2016, so did the Doom multiplayer community, but this one has had it since a little earlier, probably starting from 2011 or 2013. Part of this is due to the relentless efforts by different pillars of the community to create welcoming environments and scenarios that allow for the easy entry of new players into the scene, as well as trying to maintain a competitive scene for those veterans who like a bit of healthy competition.



Part of the efforts to keep the scene alive can be easily found in the trifecta of source-ports dedicated to the scene that are currently maintained, those being:



ZANDRONUM: The modern multiplayer Doom. Dedicated mainly to maintain and recreate the Doom experience through the lenses of a more modern look with new additions and some new additions that focus mostly on CTF and Invasion modes. A port of choice for those that wish to play lots of modern WADs and try out some Doom mods with friends.



ZDAEMON: The balance between modern and classic. This source-port is perfect for those who wish to try out the modern multiplayer experience but with the classic feel of the game. The port is also host to various organized games and events each week. It's also capable of stats tracking and even ranking.



ODAMEX: The most vanilla-friendly of all the current crown multiplayer source-ports. If you want to relive the true feel of DOS multiplayer back in the day with some quality-of-life updates, then this is your best bet. This one also has a history of being the official choice for various high-status tournaments, like QuakeCon.

JOINING THE ABYSS

But what about the community? You may ask. Well, it is in a very interesting spot where some still yonder for the lovely years of yore, while others embrace change and swallow the pills, while some others love both worlds and do the best they can in their power to bring everyone into one single dance of pure-loving-DM-FFA-doomers. And some other dozen game modes.

If you wish to join this struggling yet passionate community, you're more than welcome and there's actually some plenty of opportunities for you to join.

Here's some of the multiplayer communities you might want to check out:



MULTIPLAYER DOOM FEDERATION: As stated by themselves, their quest is to bring all kinds of players into a centralized party of different events and hosts to sustain and maintain the life of the multiplayer community. Multitude of weekly events and professional tournaments are organized in this place, as well as various other interesting niches like podcasts and articles. Various hosts, commissioners and organizers make sure to keep the Federation running and with plenty of activity to look for. HumanBones (featured below) the leader of the Federation, is a great fellow that will make your stay a good one.



CLASSIC MULTIPLAYER DOOM: Just as the name indicates, this is a Discord community created with the purpose of making a centralized server for all kinds of players that wish to participate in Doom multiplayer in one way or another. You can find various events with this server that works as a platform to promote organized games.

ZANDRONUM FORUMS: If you're looking to get into the world of modern multiplayer Doom, then you'll find lots of players looking-to-play and some events organized with Zandronum. And, of course, you can discuss anything you like related to the source-port and the game.

ZDAEMON FORUMS: Just like the Zandronum forums, this is the home of all things related to Zdaemon. Plenty of users to interact and games to play here.



DOOMWORLD DOOM MULTIPLAYER: We all know Doomworld, while not exactly focused on multiplayer, the forums work as a great gateway web into all things-related Doom, this, of course, includes Doom. Almost any event, game or tournament is going to be announced in the Multiplayer subforums, so keep an eye in there if you'd like to play one of these games.

DOOM MASTER WADAZINE: Shameless promotion? Nah, I promote it proudly. The Doom Master Wadazine has evolved a lot since its inception.

We are now a platform for all things Doom, and this includes the lovely multiplayer scene. We have some multiplayer organized games events, including a League of Deathmatch and Survival games, and we try promote the scene as well as we can. Some other things might come up in the future too, so keep an eye on us.



US DOOM & QUAKE COMMUNITY: A Discord community dedicated to creating and promoting matches of a whole share of classic FPS games, with a strong focus on both Doom and Quake. Lots of goody stuff in here, especially if you're looking for some variety.

These are some of the most active multiplayer communities in current days. Some of these are as old as me, while others have been recently founded and found their place among the pillars that keep the scene alive. One way or another, there are many doors open for you to join this world and it's a great way to get into the scene while making a few friends. After all, playing with yourself is wrong! Play with doomer friends!

But, in case you're looking to jump right into the action all full-on Ultra-Violence, then look no further and gaze into the abyss, let it gaze back and rejoice, my brother, for it will consume you. Here, let these organized games consume you and let the obsession begin. Again.

HERE'S SOME MULTIPLAYER EVENTS & ORGANIZED GAMES:



[WADAZINE SURVIVAL SESSIONS](#): Our own survival event and our very first organized game of this kind. The WSS are a weekly gaming event where the Wadazine community joins efforts to try and best a whole WAD. There's plenty of options and lot of variety, so you can expect some short shotgun frenzy and also some insane full-on BFG slaughter. There's also an optional scoreboard to keep track of player stats.



[WADAZINE DEATHMATCH MADNESS](#): A new event every Sunday, a new game of death among the player. The WDM is a weekly event of deathmatch where everyone is encouraged to join the blood-fest! Plenty of variety and lots of players in an insane display of skills. We keep track of players stats in a leaderboard and even have our own, simple yet fun League system, Championships included.



[THURSDAY NIGHT SURVIVAL](#): With over 500+ events, the TNS sessions are a fantastic way to get into the madness and loveliness of the Survival gamemode. Plenty of fun, lots of crazy stuff and constant activity. These events are hosted on the Zdaemon source-port and organized by the Zdaemon staff. Do note, there's going to be a lot of Zdaemon games, they work like crazy.



[FRIDAY MONSTER MASH](#): Just like the survival events but with an extra twist: unlimited player lives and a fuckton of bloodshed.



[ZDAEMON SESSIONS](#): The crown jewel of the Zdaemon events. With over 700+ games to date, the ZS have been around since 2007 with pretty much non-stop activity as far as I know. These events are organized games hosted directly by Zdaemon staff or the community, where they choose what to play next each Saturday.



[FRAG YOUR BRAINS OUT](#): The last but not least Zdaemon event. This is a weekly FFA deatmatch session that's run every single Sunday. If you like true competition against other players, here's your gateway into the madness.



[DOOMWARE SUNDAYS](#): Organized by the Multiplayer Doom Federation and hosted on Zandronum. The DoomWare games are like the Mario Party games version of Doom; a bunch of mini-games randomly selected for a group of players to suffer/enjoy. Downright great and over 100 mini-games to play with. Lots of fun to be had.



[USDQC WEDNESDAY NIGHT DEATH-MATCH](#): Organized by the USDQC community. Just as the title indicates, these events are a weekly round up of Deathmatch events where everyone is welcome to join to. Bullets are a common souvenir here.



[USDQC FRIDAY NIGHT SURVIVAL](#): And if you thought that there wasn't going to be more survival, think again, because there is some here. A new WAD to survive every Friday night, come join!

Oh boy, that's a lot of events to join to! And there's some more there to find out, hell, I didn't even cover the organized tournaments, championship and league events, which there are plenty of. But that's for another day, for now, this is directed to the newcomer, the enthusiast, the unexperienced that wants to experience. Here you'll clearly see that even after all the pessimism, the struggle and the drama, Doom is, indeed, not dead, and the multiplayer scene is out there, waiting... and waiting... for you. Pick your poison, love it, and let it settle down, you have a ticket to hell, marine!

But still want more? Well, why don't we let the rest to the real pros. Introducing, HumanBones, prime commissioner of the Multiplayer Doom Federation and one of the community pillars of the multiplayer scene. Here's here to tell you a thing or two about this hidden world. Come and read!

HUMANBONES, MULTIPLAYER DOOM FEDERATION LEADER

INTERVIEW

You've been a pivotal part of the multiplayer scene for quite some time now, tell us, what's your story with Doom in multiplayer realm?

HumanBones: I was originally introduced to Doom through my Dad back in the mid 90s. He was a big gamer, especially after he spent a few thousand dollars on his 50-pound PC that had 1GB of space. I was 4 or 5 and I used to sit on his lap while he played Doom and Quake online.

In 2003, we got a brand new computer and he google searched Doom online and discovered ZDaemon. I was 11 years old, and for about 6 months we shared the nickname "HumanBones" until I started making friends and meeting people and asked him to change. From that point forward, I joined a number of clans and met even more people who were really nice to me. Most players were older than I was so I became known as the young temperamental kid. We were all discovering and learning to play CTF together for the first time, forming friendships and rivalries and just having a blast.

Somehow I found myself becoming very good friends with Samiam, who ran the Monthly European Tournaments on ZDaemon. She started walking me through how she organized and ran them - picking maps, creating brackets, managing the players, etc. When a spot opened up to manage the US Tournaments, she recommended me to Raider and I ran my first one in December 2004.

It was around this time I also became a moderator on the ZDaemon forums and began to integrate into the Skulltag community with a lot of my UD clan mates. I started running events over there, including Friday Night Fragfest and other monthly tournaments. Things eventually broke down on all fronts - by late 2006/2007, interest in monthly tournaments were dwindling and Skulltag had ceased development. I also started a weekly event on ZDaemon around this time called ZDS, or ZDaemon Sessions, which I'm happy to say is currently in its 14th year of nonstop weekly sessions.

I provided support for what became the International Doom League, a hugely successful CTF league with a draft system. I was a member of the Board, which helped formulate rules and select maps. Later on I succeeded Ralphis as the Commissioner in 2011, which lasted until the dissolution of the league in 2014.

There are many other things that happened during these years - the IDL moving to Odamex, which meant introducing competitive players to a new source port, was the most daunting. I also co-created Odamex Nitro, which was a weekly series of events on Odamex. Most recently, I provide support as a player and organizer for the successor league of the IDL, the World Doom League (WDL).

I never felt a strong sense of duty to any particular source port, but more to the game itself. If I had to sum up all these years, I'd say I have tried very hard as a player and organizer to keep the game we love alive.

What can you tell us about the Multiplayer Doom Federation?

HumanBones: The Multiplayer Doom Federation is a place for all the disparate online doom communities to join together as one for a purpose bigger than any one person - keeping doom activity alive. We run casual and competitive events on all 3 major multiplayer source ports - Odamex, Zandronum, and ZDaemon. We've also tried hard to popularize the underplayed gamemodes, such as LMS/TLMS, Domination, or 3-way CTF - and to provide a space for people to introduce new projects, like DoomWare or Insanity Deathmatch. "Source port wars" were a huge thing early on in doom multiplayer, and our goal has been and will continue to be breaking down those barriers that exist between the ports and uniting the playerbase together. We also aim to be a place where players can ask questions about the game or the community.

How have you handled the task of being the prime commissioner? Do you feel like you've done a good work?

HumanBones: I would be the first person to admit that I do not have all the answers to everything. I've tried to surround myself with as many people as I can that come from different backgrounds, and I think that makes the MDF unique. I'm always learning something new or hearing something from someone else's perspective, and it's made me a better leader.

I do think that all my years being a part of the community have helped me tap into the pulse of what players will enjoy, and so in that sense I feel like I've done a good job steering the ship. I try to remain level headed and objective, and I think as we continue to grow that is the best I can do. The MDF is as much mine as it is everyone else's.

What's the most demanding responsibility of having this role?

HumanBones: The most demanding part of this role is that at the end of the day, it is only just a hobby. Most of the work people put into the MDF is during their leisure time. Trying to keep up with the needs of a league this size with players from all over the world, while still working a full-time job and leaving time for friends and family, can be overwhelming. It's very important to take a step back every now and then.



Could you give us a little historical retrospective of the beginnings of the Multiplayer Doom Federation?

HumanBones: The MDF was actually conceived during a rather dark and upsetting period of time for me within the community. Prior to this incident I dabbled in running a few things for less popular gamemodes and attempted to push the envelope when time allowed, but my main focus was always elsewhere. In 2018 I was at the center of an unfortunate series of events involving the integrity of my competitive play, as well as my teammates. A huge rift split the competitive community up and many players went their separate ways. I was pretty dejected. It sounds silly to say that but Doom has been my hobby for more than half my life, and I felt like it was ripped out from under me in an instant.

I thought I was done playing - and it honestly wasn't even about playing, it was the fear of losing the great friends I made over the years. I woke up one day and had an idea about creating something new where events like this could never happen again. The idea of forming a community that would be a one stop shop for everything Doom originated from a late friend of mine (and the whole community, really) named Toke. Somewhere around the mid-2000s, Toke began working on a website that would be part WAD review, part news... basically everything that was going on in the world of Doom. He asked me to be involved and I was excited to be helping him; unfortunately, he passed away before anything could really take shape. I always remembered not only how good of an idea it was, but also how generous and inclusive he was to young kid like me. I realized I had a lot left to give to the community and I wanted to put all my negative feelings into making something positive.

I reconnected with two people who always had my back during the days when I ran the IDL - dewww and Ru5tK1ng. I told them what I wanted to do and they were in, no questions asked. We started asking various people from different corners of the community to be a part of it, and that's how it all began.

What do you think of the multiplayer scene in current times?

HumanBones: I believe the multiplayer scene right now is having a bit of a resurgence. Are we getting the same influx of players today that we were 15 years ago? Maybe not, but what we are doing a better job of is retaining the new players we do get. There's so much content out there now - from different leagues on different source ports, to all kinds of gamemodes, new maps, fun streams, podcasts.. the list goes on. It's funny to look back at the origins of online doom compared to where we were with technology and the internet. Everything we are doing right now wouldn't have even been dreamt of 15 years ago.

How do you see the future of it?

HumanBones: The future is bright. It's all about releasing engaging content and making online communities places where people actually want to hang out. Doom Eternal certainly pushed everything back to the forefront again. It was perfect timing because even outside the MDF we have places like Hellforge that have cultivated these amazing friendships between players, and these players might be huge fans of the game itself but they are also just huge fans of Bridgeburner and his streams. Imagine that! It's 2021 and people like Bridgeburner and Jehar can stream a game that's older than the people watching and keep them engaged. We aren't going anywhere.

Just out of curiosity, are there any plans to create multiplayer maps (or a CP) in the future? Or have you guys already done something similar before?

HumanBones: Map creation and other projects within the MDF is a long term goal of mine, but most projects are extremely hard work to get off the ground. I suppose most people have heard of 32in24, but if not, it's a series of speedmapping sessions organized by Shaikoten that have been very successful. 2 years ago I approached him about running one for 3-way CTF, which has been a vastly underplayed gamemode. I argued the reason behind this was simple: no good maps! He accepted and the end result was one of the most fun things I've ever been a part of; 32in24-17: 3 Flags 3 Furious. There are some really beautiful layouts and textures involved in that wad, and it led to the gamemode actually being competitively viable.

We also had our own version of a speedmapping session that was organized by Steve88 called Pandemonium FFA. It produced some pretty cool FFA maps but I know it was a lot of work for him. I'd like to think we could have a better experience organizing something down the line now that we've gotten these projects under our belts, but it really comes down to the mappers and their enthusiasm.

What do you enjoy the most about Doom multiplayer?

HumanBones: Outside of Doom, my favorite games are things like Risk or Age of Empires. There's a certain aspect of Doom leagues that I really enjoy that I think share similarities with those games - for instance, when you're drafting a team in a CTF league and you have to be strategic about how you spend your draft money. Then you have to be careful about how you organize your team on a map, or how you deal with the onslaught of your opponent, and so on. It's the strategy combined with the unpredictability that only a game like Doom could provide. It is completely chaotic and anything could happen, no two matches are the same.

You might also look at building something like the MDF as similar to building your civilization in Age of Empires, or expanding across a Risk board. I love building and organizing things and because the Doom community is quite small in comparison to other games, it's sort of the perfect place to live out my world domination fantasy. Hah!

What's your favorite game mode? CTF? DM? FFA?

HumanBones: My favorite gamemode is definitely CTF. First of all, without CTF, we wouldn't even be having this conversation right now. That gamemode single handedly gave online Doom an indefinite shelf life. There's really only so much you can do to create strategy and rivalries in FFA or TDM or Duels. When players started getting strategic and formulating plans and assigning positions within CTF, the game took off. The level of teamwork and adaptability that is required to play an intensely competitive Doom 3v3 CTF league match in 2021 is just as hard as professional sports, if you want my honest opinion. I mean I exaggerate slightly but I've never seen anything like it in the gaming world. It's so unique and so... addicting. Check out some streams on the World Doom League YouTube channel and you'll know what I'm talking about!

Looking quickly at all the events you guys have organized, it's amazing to see how a handful of people keep the scene alive almost by themselves, how do guys do this?

HumanBones: Most of it I would say is learning from our own mistakes. As you get older, priorities change and you don't focus on a hobby as much as you did when you were a teenager, for example. In our prime we ran events non-stop. We also spent hours online actually playing the game every single night. When you combine those two things together, it's easy to see why people got burned out so quickly. One of the things that dewww has been adamant about since the day we started the MDF is making sure that we only run things when we want to run them, and not the other way around. That philosophy has helped us immensely in keeping things fresh and exciting and preventing us from never wanting to touch the game again. There is also a fear of "responsibility" from players when it comes to organizing things. Many of them have GREAT ideas but they don't have the drive to run something on their own, and that is where we come in. We either get them involved and show them the ropes or we take their ideas and run the event for them - it's a win-win scenario.

Any future plans for the Federation? Something knew in the works?

HumanBones: One thing we've done a good job of as an organization is stockpiling event/league ideas for future use. We're always plotting something new, but it's just a matter of fitting it into someone's schedule. We had two Take The Crown prize pool tournaments in 2020 that were hugely successful, and we're in the middle of planning a third one. Some other things on my horizon include an FFA League, a 3-way CTF League, a TLMS League, and various one-day events. We're currently in the middle of Season II of our Vengeance CTF League, which has been producing some great games so far.

Do you also like the single player aspect of Doom?

HumanBones: I enjoy single-player every now and then but it doesn't excite me the same way multiplayer does. If you're like me you may actually enjoy someone streaming a speedrun or just a regular playthrough in single-player, to which I would suggest checking out KingDime as he does some really great streams and is just overall an incredibly friendly person.

And to end things, any words to the community or someone in particular?

HumanBones: One thing I would say is don't take for granted the friends you make just because you don't get to see them in person. The Doom community is a pretty unique and special place. As we all do from time to time, I've struggled in my personal life for one reason or another and it was always a great comfort to me to know that there are people out there that do care about me and would help in any way they could. I think I've mellowed out over the years but Doom has been a great distraction from the real world and I never hesitated to take my angst out on a couple thousand doomguys or cyberdemons. That's why I keep coming back. I don't honestly know what I'd be doing right now if Doom never came into my life... probably running for Congress.

Thanks a lot for joining us in this issue, HumanBones, and may the Doom gods bless you for all your work! – Endless.



FROM (A)BSOLUTION TO (Z)DOOM

[ZDoom 64 \(2007\)](#)
[GZDoom 64 \(2015\)](#)
[Brutal Doom 64 \(2016\)](#)
[Doom 64 Retribution \(2017\)](#)
[DZDoom \(2017\)](#)
[Doom CE \(2021\)](#)

There has been a long standing challenge in incorporating **Doom 64** compatibility into PC ports which originates way back in 1994. This is when the Atari Jaguar port of classic **Doom** was developed and began a new branch optimized for consoles. It would lead to many console adaptations of the **Doom** engine, where **Doom 64** (previously named *Doom Absolution*) was the most advanced version. Although the guts of what makes the **Doom** engine sublime exists in **Doom 64**, there are fundamental differences from the early PC ports in terms of geometry rendering, scripting, and movement. In fact, many of these differences were not fully understood until the reverse engineering of the game was finished in 2020. This has made it a difficult task to incorporate **Doom 64** compatibility into the PC-based ports.

Despite the differences between these branches of **Doom**, it hasn't deterred the community from attempting to graft **Doom 64** into the PC counterparts. The first major effort was *Doom 64: Absolution*, a total conversion for the *iDoom/Doomsday* branch of the PC **Doom** engine released in 2003. Kaiser was able to use emulator dumps to rip the assets of **Doom 64** to form the base of the total conversion. This would be the first time many would experience **Doom 64** and would win a Cacoward for its accomplishment. However, unsatisfied with the accuracy of *Doom 64: Absolution*, Kaiser would go on to develop his own fork of the **Doom** engine designed specifically for **Doom 64** by the name of *Doom 64 EX*. This would release in 2008 and would be unrivaled in terms



of accuracy until the release of the Remaster in 2020. In the decades to come, these two early ports of **Doom 64** would be the starting weapons for later adaptations.

ZDoom would mutate into a feature-rich and modding-friendly **Doom** port and spawn multiple engines including **Zandronum** and **GZDoom**. It became a boon to the classic **Doom** community, and the lure to transfuse **Doom 64** into its framework became irresistible. In 2007, after Roack16 had issues booting *Doom 64: Absolution*, **ZDoom 64** was born. This is a partial conversion of *Doom 64: Absolution* to the **ZDoom** base. It was left unfinished but not forgotten, as 8 years later *Night Side* would continue the project in **GZDoom**, creating **GZDoom 64**. Here *Night Side* used code from *Footman* to fix enemy and weapon functionality of **ZDoom 64**. However, the ACS proved challenging to replicate **Doom 64**'s unique scripting system. Many would try their hand at polishing the project but it would not be completed until a well-known figure got ahold of it.

After gaining notoriety with *Brutal Doom*, Sgt. Mark IV set his scope on **Doom 64** and would finish where **GZDoom 64** left off. This wouldn't attempt to compete with **Doom 64 EX** in terms of accuracy, instead it would bring some of the cartoonish action and gore from his main "*Brutal Doom*" mod with multiplayer compatibility on top. Typically, those who love the slapstick irreverent action of *Brutal Doom* and those who love the foreboding atmosphere and pacing of **Doom 64** do not share much in terms of preferences. Thus *Brutal Doom 64* was caught in a dilemma but Sgt. Mark IV covered some of the gap with offering different player classes for both sides. It did not appeal to the further edges of the spectrum of each fan base, but it certainly made an impact as this work would be recognized with MODDB's mod of the year award. One of the sticking points for many were the changes to level design. Since the original **Doom 64** levels were created for single player only, sacrifices were made to allow for co-operative gameplay such as removing some of the bridges **Doom 64** had.



Although many wanted a more-absolute **Doom 64** experience, *Brutal Doom 64* demonstrated that a worthwhile **Doom 64** adaptation could be done in this branch.

A year later in 2017, *Doom 64: Retribution* for GZDoom would be released by Nevander. This port focuses on being a more faithful to **Doom 64**, while adding nuanced quality of life improvements that GZDoom would allow. As opposed to basing it upon earlier GZDoom ports, Nevander used *Doom Builder 64*, *Doom Builder 2*, and GZDoom Builder to hand convert *Doom 64 EX* maps to UDMF format for GZDoom. The single-player focused bridges and level scripting, which were not implemented in many earlier ports, were now finally implemented. The by-hand conversion process also allowed Nevander to do some minor improvements on the original maps and add bonus maps from **Doom 64**'s modding history. Although GZDoom did not support **Doom 64**'s gradient lighting, sector and dynamic lights were used to color the textures and simulate some of the gradient effects. Then the *Doom 64 WMI Redux* mod would be the base for weapon, monster, and item behaviors. This would be what many long-time **Doom 64** fans wanted in terms of a single-player experience that many earlier adaptations strayed from.

A few months after the release of *Retribution*, the GEC team would release *DZDoom*, also known as *GEC Master*

Edition. This created a new fork of GZDoom to add **Doom 64**-specific features. This allowed the team to adapt the movement and scripting system to behave closer to **Doom 64**. And for the first time the gradient lighting of *Doom 64 EX* and dynamic lighting of GZDoom would be combined. As in *Retribution*, maps from *EX* would be used as a base, however Erick194 programmed an algorithm to do most of the conversion process to *DZDoom*'s UDMF format. Then Gerardo194 and Chris194 would handle the playtesting and artwork respectively. To this day, this is the most faithful port of **Doom 64** based upon the ZDoom lineage.

By 2020, GZDoom would incorporate

a variation of gradient lighting and allow more customization via the new ZScript system. Molecicco would use *Retribution* as a base to test these new features and discovered a lot could be done. For example, ZScript was compatible with many of the extended features of *DZDoom*'s UDMF format and allowed some of the *Doom 64 Remaster* maps to be ported. Then Molecicco used neural upscaling and neural frame interpolation on **Doom 64**'s textures and sprites to increase their resolution and frame rate. To enhance the effect of dynamic lights, normal maps and PBR materials were generated as well. With a dash of a few more effects and features, this combination of **Doom 64** ports was released in early 2021 as *Doom 64 CE*. It came as a surprise to many and its visuals immediately impressed the community.

Interestingly, these four complete **Doom 64** adaptations (*Brutal*, *Retribution*, *DZDoom*, and *CE*), rather than infighting with each other, co-exist as unique **Doom 64** experiences. Each one has a particular visual style and feel, appealing to different sensibilities. *Brutal Doom 64* has a space of being an action-focused **Doom 64** port with good multiplayer support. *Doom 64: Retribution* includes nuanced effect enhancements, dynamic lighting, and other options for **Doom 64** fans who want some quality of life upgrades. *DZDoom* at its base is a pure and the most faithful **Doom 64** experience incorporating gradient lighting on the ZDoom branch with dynamic lighting



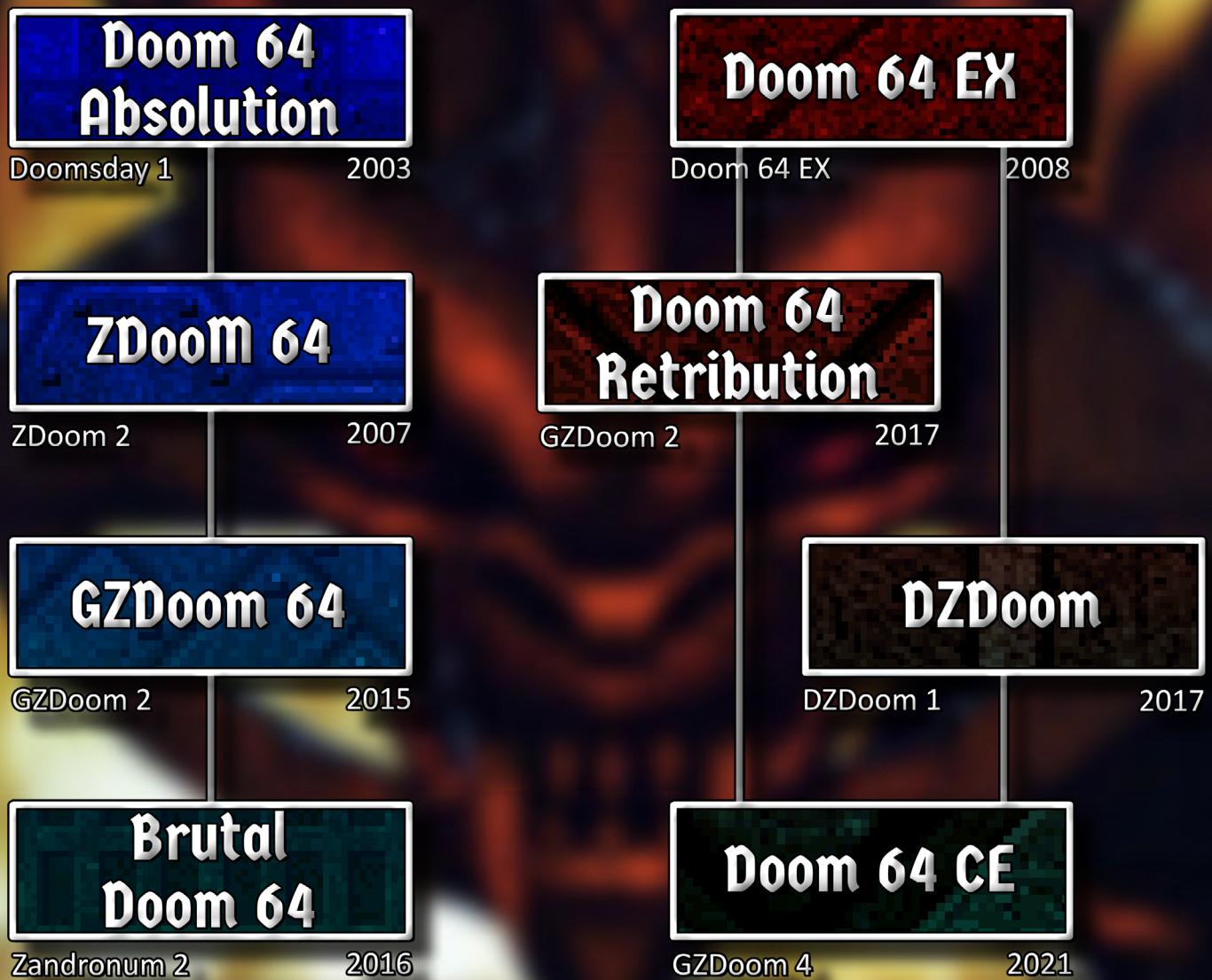
and extended options on top. Then *Doom 64 CE* takes advantage of the cutting-edge *GZDoom* features to offer a high-polished version of **Doom 64**.

A testament to this coexistence are the updates to these ports which continue to happen. After *Brutal Doom 64* released in its second version, fans have continued to update it and improve its multiplayer compatibility. *DZDoom* is being adapted into *LZDoom* and a new episode which includes missing demons is in the works. The next version of *Retribution* also has a bonus episode planned and a plethora of accuracy tweaks. Then *Doom 64 CE*

is implementing N64's 3-point linear filtering and is converting more classic **Doom 64** maps into its adaptation. This steady growth of **Doom 64** content into the *ZDoom* branch has come as a surprise to many and does not seem to be slowing down. Now that **Doom 64** fans have a taste of the modability of the *ZDoom* branch of ports, it is very likely they will continue to adapt it to their desires.

The *Doom Master Wadazine* would like to thank Nevander, Erick194, and Molecicco for their discussions on the intricacies of porting **Doom 64** into the *ZDoom* branch.

ARTICLE BY
IMMORPHER





A MODERN CLASSIC.
AND WHY YOU
MUST PLAY IT.

The megawad that broke the internet and also Doomworld in one way or another. A legendary title that bears the mark of greatness.

When you hear the name Eviernity, you know you're hearing a legend come to life. Doom map-making is, on its own way and form, art; an expression of sincere virtue and passion. Well, if WADs are art, then Eviernity is the Starry Night of @Dragonfly.

The one and only.

Eviernity is, in all the sense of the word, a full 32 maps megawad created by the legendary @Dragonfly alongside the help of some starring legends like @Jimmy, @Afterglow, @an_mutt, @antares031, @AtroNx @Storm-Catcher.77, @Mechadon, @Xaser, @Eris, @skillsaw and @ukiro. Now that's what a call a stellar cast full of fantastical mappers that deliver not only in their word but even more. While the majority of the maps were made by Dragonfly itself, there are a number of guest-made stellar maps that stand out for their incredible quality, as well as a few made in collaboration. From head to toe, just quality in every way.

While community projects are quite common nowadays, and their overall quality is undoubtedly superior to what we used to find in the old days, Eviernity proved that one of the most natural and incredible ways to create 32 maps of absolute quality is through a team of passionate collaborators willing to give a small token of their power. Dragonfly led this project and created it brick by brick, in such a way that the final work stands as a monument to Doom, to the community and to the art of level design.

So, comes the question, why should you play this beast? Well, first, you're weird if you haven't already, but in case you haven't here's some good stuff that might give you a push:



Evernity is a full work on detail and level design, making a big emphasis on architecture and glorious ambience. Thanks to an expert attention to detail responsible for delivering scenarios as surreal as they are attractive, Evernity has a superb quality in this regard that will provide us with eye-candy throughout the entire megawad. From the first map to the last, there is not a single moment where we say "hey this map doesn't look very good" or "hey, this texture is misaligned". Each chapter is unique, engaging and satisfying, possessing incredible qualities that show us how to create environments that are as atmospheric as they are fun.

1. It's beautiful to look at.

Thanks to the fantastic use of varied chapters, we have a plethora of different flavors to try ranging from sweet joy to hellish nightmare.

Starting with the first chapter that brings with it an excellent natural map design with gothic ambience and outdoor scenery. MAP01 encapsulates in an excellent way the kind of atmosphere that awaits us.

Chapter 2 takes us to industrial settings with rusty colors and the smell of rot and smoke in the air. The maps are a mix between Tech-base with a clear industrialist influence in their rusty textures and brown colors, bringing with it a change in gameplay that reacts fantastically in synergy with the environment.

Chapter 3 (one of my favorites) brings, in my opinion, the most ambient and stylized set of maps in the entire set. With a cold winter setting, ice and snow keep us company as we enter castles and hellish fortresses that stand out for their black rocks among the white background, as well as a few other extra surprises of monumental architecture.

Chapter 4 brings with it a more traditional style but with a more advanced twist. Tech-base with neon colors and intense scenarios that are based on complex layouts that allow as much exploration as intense combat. MAP19: Dehydration, stands out for perfectly representing the style of this chapter, as well as for its extreme length.

Chapter 5, the antepenultimate, is properly, a chapter set in the dark abstract corners of hell. Red is king (and purple) and violence is queen. A collection of 5 maps designed to punish you in this fantastic adventure. With one of the most brutal examples of gameplay as well as architecture in the entire megawad, chapter 5 leaves a long mark, but finally, we come to the last one.

Chapter 6 is, without a doubt, Evernity at its finest. Monumentalism, expressionism, brutalism and an obsession with color. Maps that perfectly combine a Greco-Roman architectural style with celestial landscapes that pay homage to paintings of the Elysium.

The last chapter is among my favorites, and for good reason; it is practically perfect. MAP26 and MAP27 stand out for their incredibly atmospheric design, for offering unique gameplay and visuals; and of course, MAP29 is the cake.

You have to play it. You have to taste it. Ah, and don't forget the secret maps which are already special on their own, each one offering something that will probably stick with you long after finishing it.



«Hell is just another way of spelling paradise»

2. It's fun as hell.

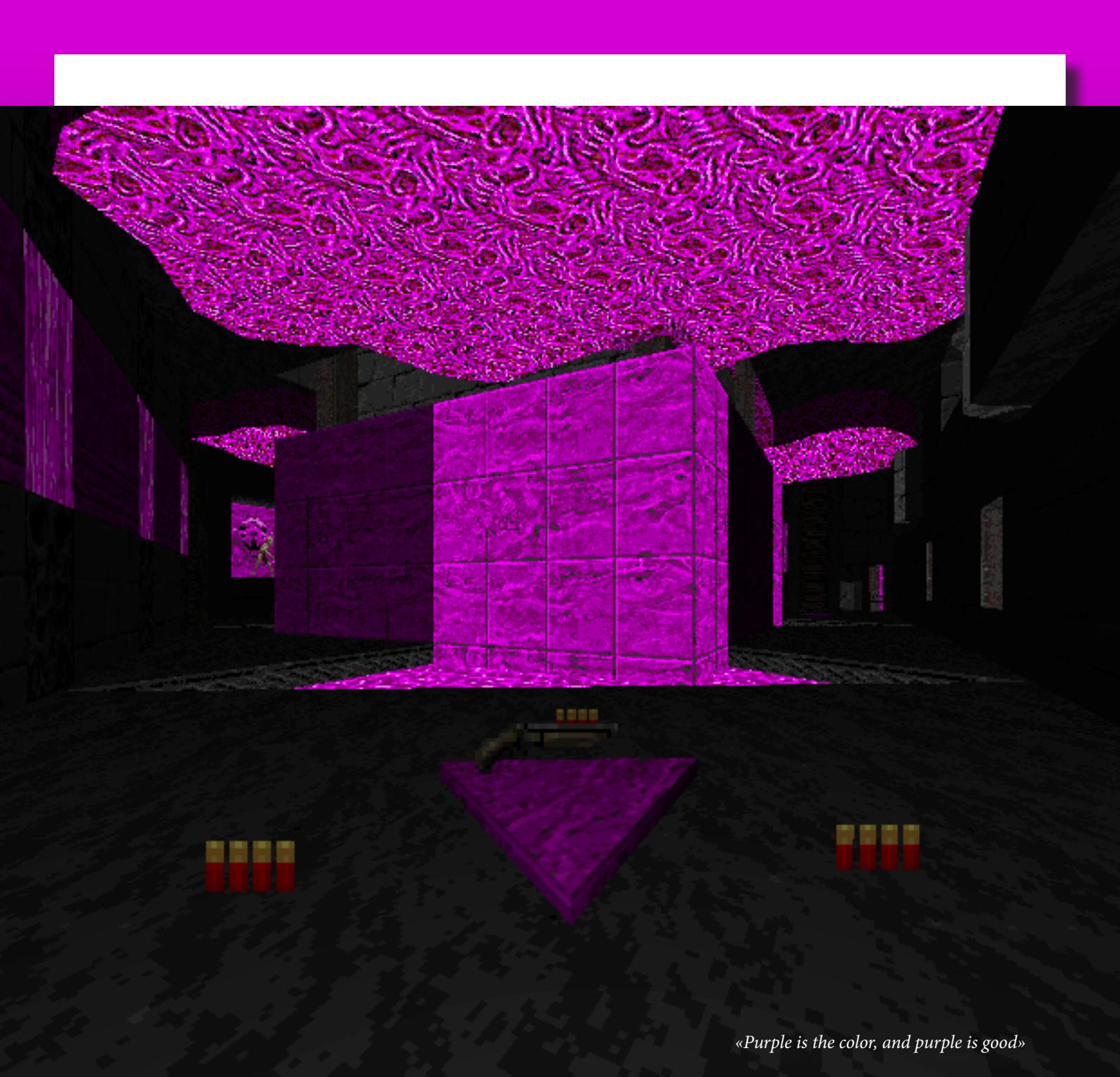
Evernity is not only eye-candy, is also quite the delicious plate, and a full one. With a well-established curve based on its chapter system, each map brings with it a distinct sense of progress thanks to its excellent attention to enemy positioning, varied encounters and synergy between demons and level design.

Fortunately, this adventure is quite acceptable for new players due to its excellent balance of different skill-levels, but on the other hand it also offers a considerable challenge even for veteran players who wish to jump into this gem in Ultra-Violence. Offering traditional evolutionary combat styles ranging from close encounter fights in corridors to typical monster closets, Evernity also offers some of the best combat ever in a wide variety of maps, such as its final boss in MAP30, the massive adventure in MAP32, the violent final encounter in MAP25 or the iconic horde in MAP15. But of course, I can't leave behind the three new additions that Evernity brings. The 5 new enemies: The Nightmare Demon, a version of Pinky on steroids. Former Captain, a projectile version of the Heavy, something like a mini Spiderdemon. The Astral Cacodemon, a fascinating fella with complex moves and a dangerous close-range attack. The Annihilator, a son of a bitch that fuses the one-hit-kill of the Cyberdemon with the toughness of the Baron (a little tougher) and a machine gun to ruin our day. And of course, the final boss, the unique Archangelus, a complex boss that brings with it a variety of new mechanics and attacks that make for a fascinating battle.

All these fantastic features bring with them a beautiful plethora of possibilities thanks to the introduction of new enemy mechanics. While some have more traditional attacks, others will make you re-learn what you know and make wise decisions every time you encounter them, pushing you to strategize and always keeping you on the edge of your seat thanks to violent combat bliss.



«Among the longest maps I've played in my life, and also a really cool one»



«Purple is the color, and purple is good»

3. It's an immersive experience.

A unique quality that this megawad has is the ability to immerse yourself in an adventure where you will explore a whole new world, or rather, many worlds as innovative as exquisite. From green lands to castles frozen in time, as well as punishing hells and corrupted skies. Eternity has it all and has plenty of it, with a fantastic quality that gives it the virtue of being able to create a perfect synergy between the atmosphere of the level and the design of this. The architecture, the perfect use of textures, the special effects and the great soundtrack make this megawad one that has absolute identity and gives us precious moments of escapism into a completely wonderful and brutal world.

One beautiful thing about this little megawad is the fantastic fact that it is balanced to welcome all types of players; from newbies looking for a touristy game to those masochistic veterans who want to rip out their fingernails. Eternity can be an incredibly challenging adventure at certain points in Ultra-Violence, featuring assaulting maps that feature a high level of violence and carnage, as well as level design that squeezes you dry. On the other hand, if you lower the difficulty, even in HNTR, this adventure still maintains an excellent balance between gameplay and charisma.

Offering a great variety of encounters that adapt to your skills, depending on the type of skill-level you have chosen. One way or another, Eternity gives you a hand, or a kick. Whatever you like!

Eternity has a little something for everyone (as cliché as that sounds), as well as a wide variety of combat, it has a wide variety of difficulty scales that are made to satisfy a wide range of players from start to finish. Among them, as a passionate gamer, I can say that I am completely satisfied, yes sir.

4. It's a welcoming challenge for all kinds of players.

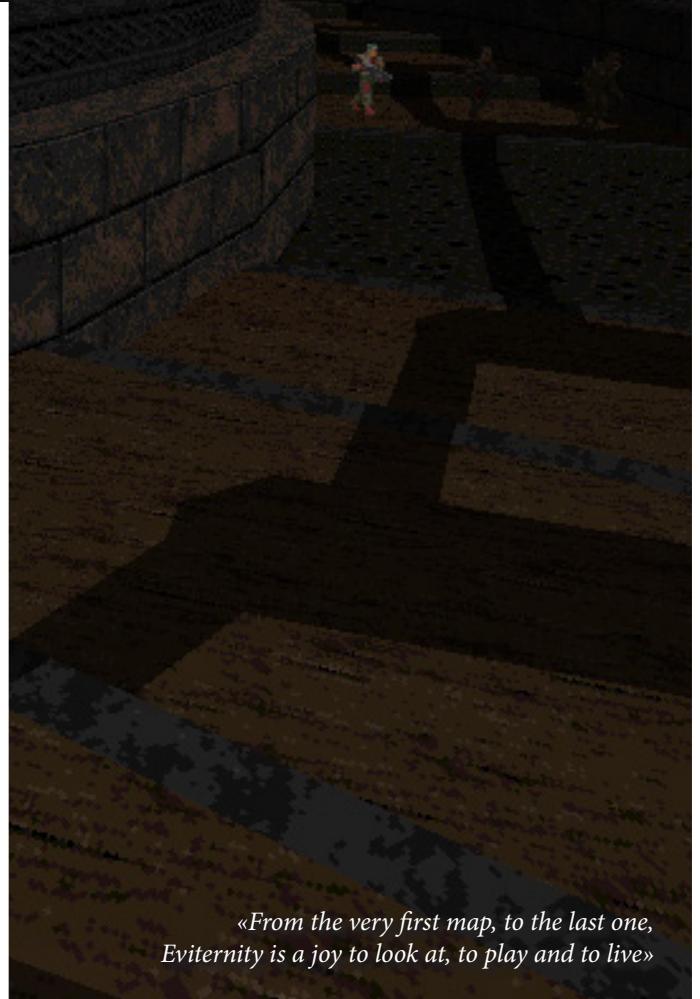




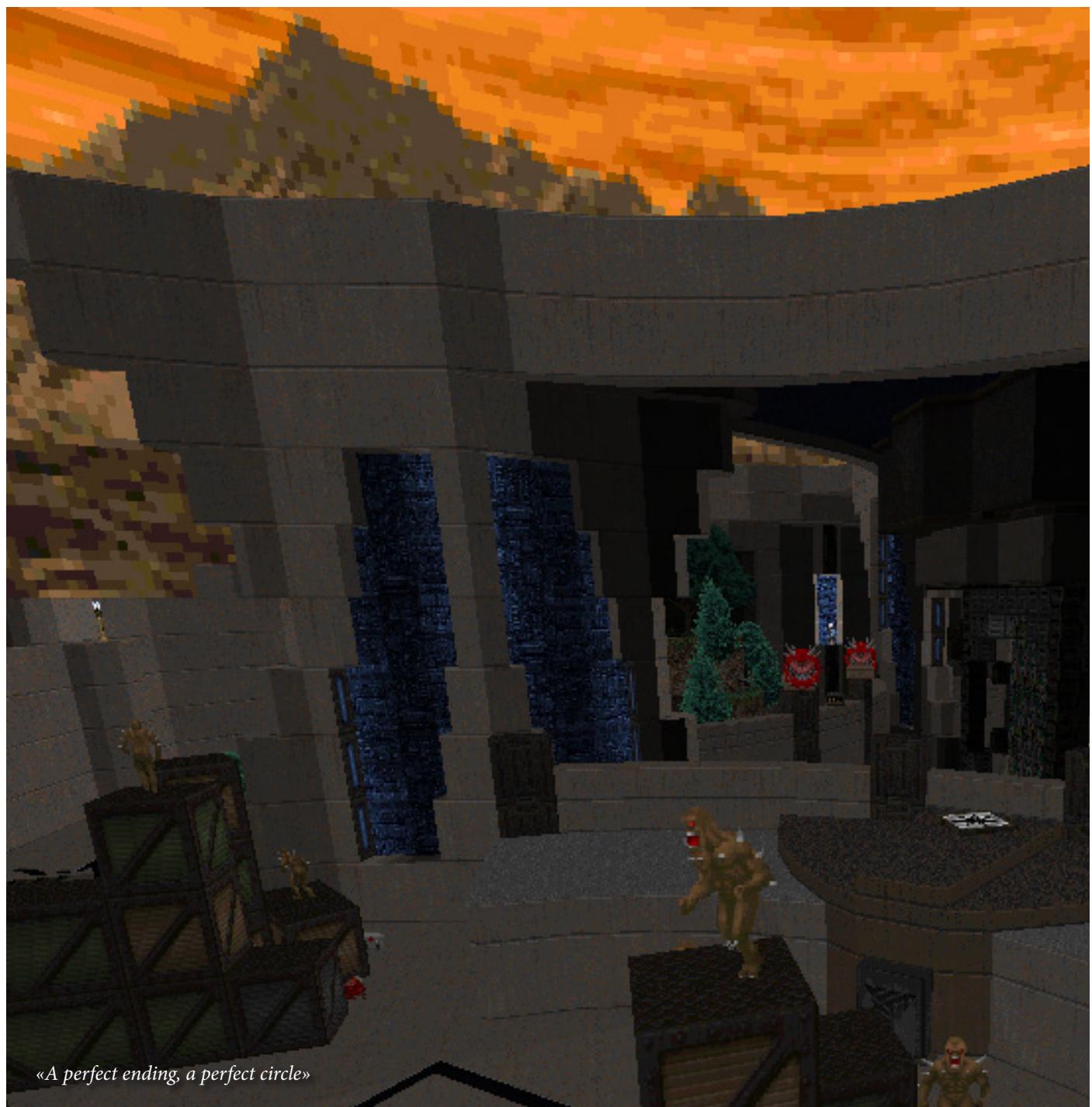
Many WADs are often iconic, such as CPs, but unfortunately some fail to find a balance between their first walkthrough with a second. Many times, it is due to a bad selection of WADs, putting the most tired ones first and the worst ones last. Other times it is simply because the WAD is too complicated, difficult or long. Something understandable that can happen even in modern days. On the other hand, I consider that Eternity manages to find a perfect balance thanks to its excellent diversification of levels and order. The simple fact that every 5 levels are divided into a chapter means that we can choose our favorite chapter and play it as we like.

5. It has replay value.

If not, then we are fortunate that the maps are perfectly balanced to offer as many short adventures as we want, or as many huge beasts as we want. From the famous MAP01 that introduces us to a beautiful layout, to the gigantic MAP32 that introduces us to a titan of a map. Whatever we like, we replay it and it's still fantastic.



«From the very first map, to the last one, Eternity is a joy to look at, to play and to live»



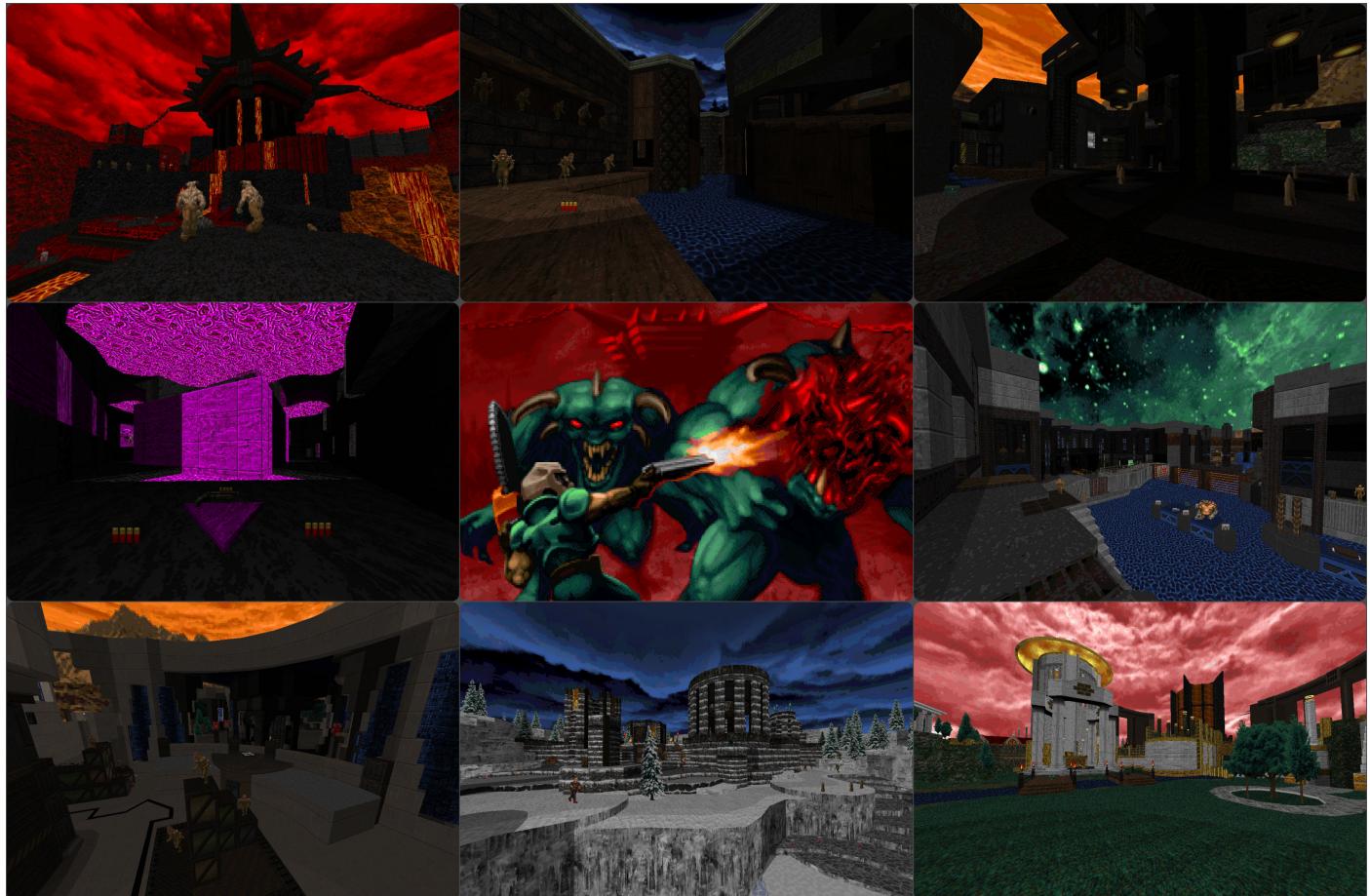
6. The soundtrack is among the best.

And I'm not joking. The soundtrack alone is worth a try just for how fantastica it is. It got everything you need in a Doom MIDI. Songs that are catchy, songs that are violent and force you into natural berserk, songs that are fun and fast, and some absolutely killer ambient tracks that remind me of Donkey Kong OST. The soundtrack alone, made by a variety of authors, among the all mighty @Jimmy, @Alfonzo and @Eris. Legends that make legendary tracks that will push your experience into greater extents when you play this modern classic.

Eviternity is one of the first megawads that I finished completely, and it is also, without a doubt, an example that encapsulates everything good and beautiful that Doom can offer us in the 21st century. Breathing in the fresh air of this modern map making movement is like breathing in new life, and I'm glad to have been a part of it from the perspective of a healthy/unhealthy gamer. Dragonfly and team created something wonderful. Something metrically massive and astronomically beautiful. Eviternity is an eternally fantastic voyage that gives Doom a new coat of wonderfulness, and in my honest opinion, it is perfect.

Conclusion

It has everything you need, anything you'll need and is just downright magnificent. Go on, dear doomer, and play the fuck out of it! You won't regret launching yourself into the world of the eternally corrupted, filthy, sinful and violent. Into the world of Eternity.



PARALLEL DOOMENSIONS

AWAITS...



A DOOMWORLD COMMUNITY PROJECT

MAPS BY DJVCARDMASTER, DT_, EGG BOY, 4MATC AND FORLI

MUSIC BY JOHN S. WEEKLEY, JOSEPH BULLOCK

ADDITIONAL HELP FROM DAMNED, MORPHEUS666, PRIMEVAL, MRBIN

DOOMWORLD THREAD

PROJECT DISCORD

DOWNLOAD

Knee Deep in ZDOOM

WAD BY VARIOUS (2007)
REVIEW BY LADYMISTDRAGON

KNEE DEEP IN ZDOOM is a WAD that was well-received enough at the time it was released in the middle of 2007 to the extent that it received a Cacoward that year, but over time, received increased criticism for convoluted, overly-detailed level designs, blatant remaking of older levels, and use of monsters not traditionally **Doom**.

In an age when slaughtering has become a primary feature of most wads in part or in whole (even though the positive reception of *Akeldama* has proven a wad that provides a classic **Doom** experience can still gain some strong respect even though it probably doesn't mean a trend reversal), *KDiZD* stands out in incredibly stark defiance of such trends. Flawed though it may be, it's still very much worth playing.

Let's just get one thing out of the way. *KDiZD*'s main design intention was to heavily revamp the first episode of **Doom** to showcase all the old levels in a way that we'd never seen or experience them before. And in that sense, it succeeds fantastically. What were essentially abstract designs with few, if any, visual linkages to the names of the levels have been transformed into settings containing some set-piece or series of rooms that actually resemble the names. Not to mention that various touches (lighting details and some nasty traps) really bring on the dread episode 1 never did. A Cacodemon trap near the end of *Z1M7* is probably the best example.

It's definitely not something you'll be able to enjoy if you want all your maps to be speedy. In its ongoing mission to create a fuller version of Episode 1, *KDiZD* features lots of large and complex levels that structurally, start



bearing less and less resemblance to their '93 counterparts. There are some sections of *Computer Station* that have volcanic setting (like, I know Phobos has about as much volcanic activity as the *USS Marathon*, but you know... danger) and much of *Central Processing* takes place outdoors.

The only level that I truly found annoying to navigate was *Z1M7* (*Computer Station*) and that's because you're basically running from one end of a medium-sized map to another to unlock a door for which you just grabbed the key. I believe that you can have complex whereas different areas link to each other in a way that makes sense, and this is

largely the case other than *Z1M3*, *Z1M7*, and perhaps some areas in other levels as well.

The setting, too, has been seriously revamped. Whereas before, you were traversing through a base that seemingly sustained little damage from the demonic invasion, there are seriously damaged walls practically everywhere in most locations, oftentimes leading to tunnels extensive enough they likely existed before the demons showed up. Hey, it's not like the Phobos base was just a research facility.... There are also all sorts of computer consoles and other details that give the facility the feeling of a real-

world location. Unfortunately, this sometime proves a flaw, as you have these little things sitting around everywhere that you're half-convinced could all potentially open doors. Yet, I don't personally think the extra detail matters, unless you like to play speed maps.

On a related note, KDiZD is largely cleverer than that when it comes to hiding secrets. Taking full advantage of ZDoom, there are some secrets you can reach by jumping down ledges in certain areas and taking care not to fall into the abyss, very much like what *Quake* would add later. Oh yeah, and the project lead has his head hidden in one secret, the destruction of which nets you a funny message and a Supercharge!

Some people hate *Realm667* monsters, but they largely work, IMO. The only ones that really didn't make sense were the chainsaw zombies (not utilized properly), Satyrs (a tank-y enemy only effectively used in its first encounter in Z1M3 on UV) and the Hell Warriors (their attack patterns are very indistinct).

All in all, this is very much a WAD definitely worth playing if you want a more challenging version of Episode 1 and don't mind exploring.

[CLICK HERE TO DOWNLOAD!](#)





It was about time I returned to this fantastic series of projects. The Doomer Boards Projects don't stop till I get out of reviews, and there's plenty more to come, here's another one! This time we will talk about project 18, already well into the list and with only a few more to go, well, several actually. What we have here is an interesting project that combines little known aesthetics with more modern ones while giving a classic DBP's humorous and artistic touch.

Umbral Platinum

(2019) By the Doomer Boards Community

is platinum but with a bit of moss, and let's find out why.

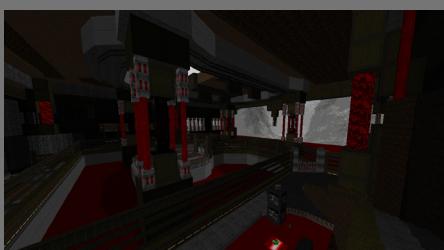


Umbral Platinum is an interesting example of a WAD that is small in quantity of levels but has fantastic quality maps that stand out for having a clear visual theme that evokes an excellent spirit of consistency and passion. In this case, this WAD has visuals that are very reminiscent of caves, deep dark caverns or places inspired by damp and cold dungeons. The maps make a combination of those gray and dark colors, going into the greenish of mold and the grey of stones, looking for a creepy scale that manages to combine perfectly with the style of each map while giving us a well-diversified and qualitative variety.

The variety of maps follows a clear consistency that we can't find in all kinds of projects, but it is one of the super qualities of **DBP**'s that make this series incredibly enjoyable and full of virtue in quality. Each map feels like a fascinating ride through a distinctive adventure and each scenario is one full of fun, challenge and adventure. Threshold Platinum has quality, it has charisma and it has a clear identity that is presented with clear elegance through the use of a visual theme that is as fascinating as it is nerdy. A sort of wet dream come true; DnD but with a more Doom twist (and there is already a DnD-inspired set) that elevates the quality to a style that is feasibly elegant, fun and just plain cool. Something we can and should enjoy. A map set not to be skipped for anything.



Umbral Platinum is a constant challenge that shows a clear progress system as well as a development that allows either continuous or paused play. However you choose to go for this beast, you will find a group of maps that have enough meat to offer a good bite. Certain maps will stand out for their sheer size, while others will demonstrate the color of darkness in small, cramped caves. Wherever we go, we will have a violent time. The best way to have fun!





[BOS]

PRESENTS

SACRAMENT

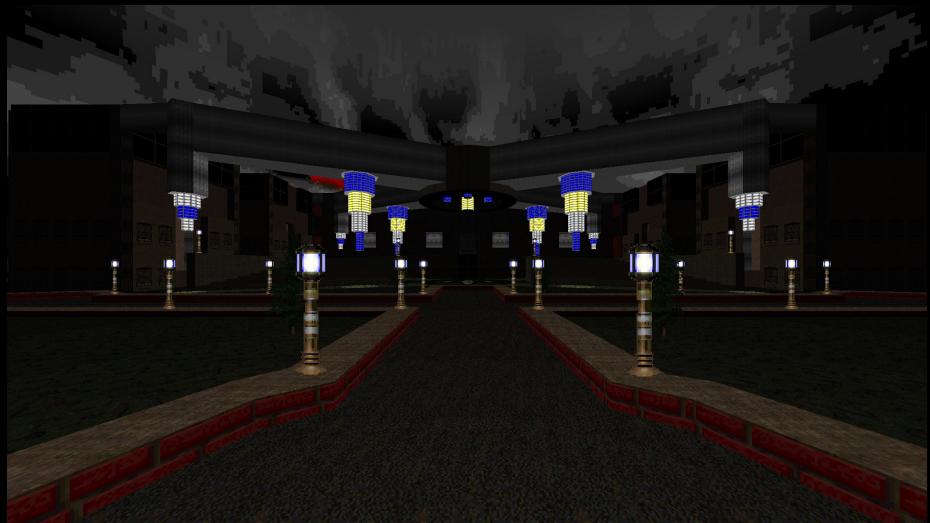
(2011) By Clan [BOS]

Sacrament is a WAD of 14 maps created by the Russian community that stands out for having an incredibly... peculiar identity. With a wildly diverse as well as extroverted style, the Russian community is well remembered for their experimental WADs as well as speedmapping competitions, to such an extent that they became the seed of the so-called "Russian realism" in Doom mapping; a rather interesting term worth investigating further.

This time we will focus on Sacrament, part of the list of the 25 Cacowards Snubs and its map 02 is also part of the list of the 100 Most Memorable Doom Maps, and with good reason behind all this. Sacrament is as unique a project as I've ever played. We know very well that the focus of Doom is, primarily, the essence of action. Doom is a frenetic game full of exciting combat that has been adored for decades and manages to perfectly maintain its formula despite all the time that has passed. Well, now let's try to turn things around and create something that doesn't have a lot of combat in essence, but on the contrary, encourages you to explore, get lost and drown in a world full of mood.

Sacrament manages to extract this underrated aspect of the game and duplicate it in an incredible way. Each map is a visual adventure that pleasantly shows how excellent Doom can be visually to the point that an author, with the right tools, can create palpable atmospheres, giving identity to each map and creating an adventure as discordant as it is beautiful.

Sacrament is one of those types of WADs that can be quite divisive as to what type of players you are looking for. On the one hand, the fact that it focuses on exploration doesn't mean it denies all kinds of action either, oh it has, and it has some good action. On the other hand, I can see this type of WAD as a sort of unique odyssey that, even if not everyone enjoys, is worth trying simply for its fascinating uniqueness. The inclusion of unique textures, new weapon skins, the fascinating use of lights to create a dark and realistic atmosphere, as well as a huge attention to detail and levels that feature realistic locations with a little abstract touch, and let's not forget the fascinating music in .ogg format, create an excellent presentation deck, giving Sacrament a truly indisputable value among fans of eye candy and ambient games.



REKKR

(2018) by Revae et al.

While thinking of something to review I had a suggestion from a good friend to review Rekkr after he had played around with it on the "Unity" Port on his Switch, and I was not disappointed. Rekkr is a total conversion for Ultimate Doom that is of course playable on the Unity release, and that is because it is completely vanilla compatible using DeHacked to change much of the game. The wad includes 3 episodes of story with the 4th episode being a bonus episode. To play Rekkr you can use a wide variety of ports including more conservative ports such as Chocolate Doom, and indeed you should be able to play it on the Vanilla client if you feel inclined to do so. A cool thing about Rekkr is that it can also come as a functionally standalone game with a unique iwad wrapped with Chocolate Doom. So, go ahead and fire up your favorite port, don your viking helmet, ready your weird soul shooting bow, and get ready to kill supernatural hordes of zombies and monstrous freaks that have come to ruin everything you hold dear!

Starting up Rekkr you get a bit of a Heretic vibe, but with a Viking warrior instead of an elf. The textures are colorful and varied, and everything has been completely reskinned, nothing is recycled from base Doom at all. The level design is exquisite, and you can tell that plenty of care went into developing the feel of the conversion. E1M1 for example gives a nice atmosphere with the corpses of your fellow villagers lying on the ground, zombies and other enemies waiting to tear you up, and ominous music as you explore the wreckage of your home village. Progressing from there you continue to have levels that are well textured and unique each providing a different environment and something worthy of exploration. Some environments you can expect to find are burnt villages, caves, cities, and otherworldly vistas that weird you out. Each map feels special and unique from the others providing something different to look at and fight in each time, so you will not have to worry about your eyes getting bored.



The enemies all have excellent custom sprites and are generally horrifying to behold lacking eyes, or are just an eye, or other freaky things you expect from some otherworldly army.

I could go on about Rekkr forever, but that isn't needed, go try this fresh experience for yourself I am sure you will find it interesting to look at if anything!

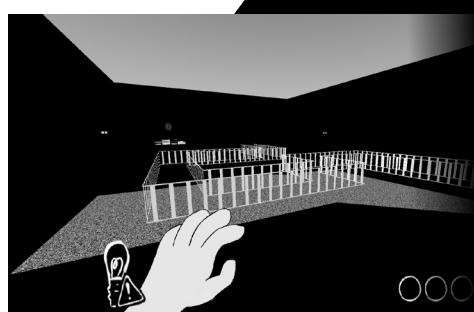
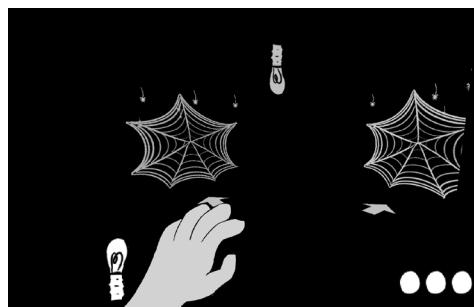
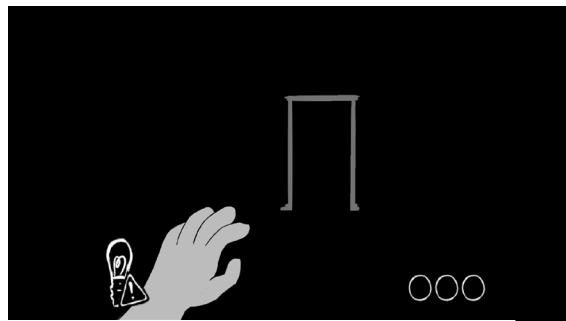
- Eric Claus



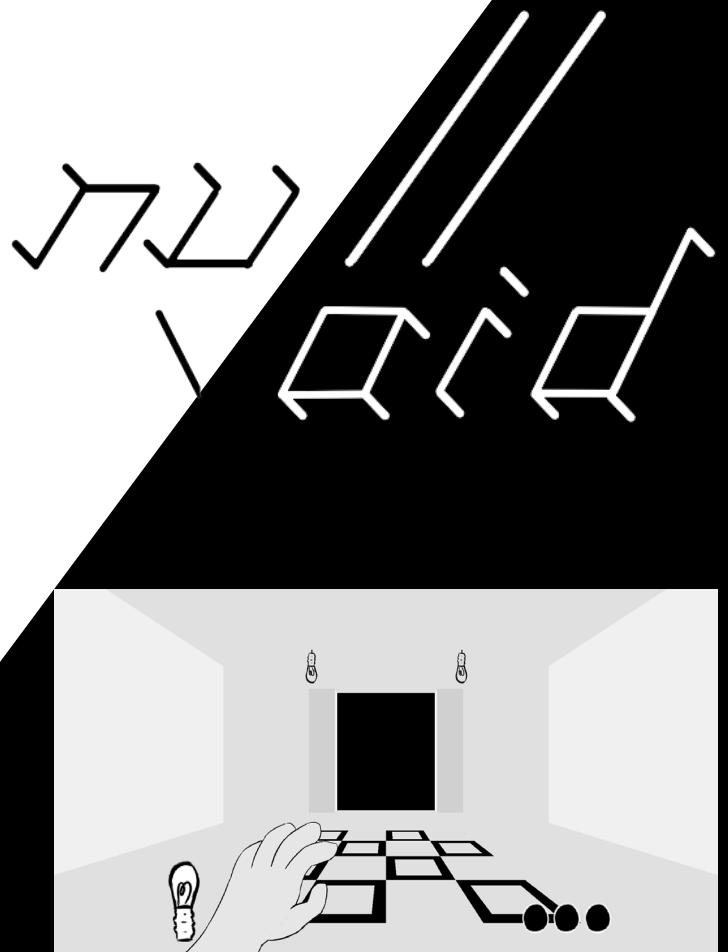
Rekkr's gameplay, however, while naturally sharing similar gameplay style to stock Ultimate Doom has plenty of differences that will provide plenty of challenge. Rekkr is more difficult than the base IWADs, and even the regular zombies while weak in HP against your arsenal can absolutely HURT if they hit you, and the maps themselves will also provide a lot of challenge in how they place these enemies. While no Doom God by any means Ultra-Violence is not usually too hard for me depending on the map, but in Rekkr I found even the equivalent of Hurt me Plenty was giving me a hard time so be ready. You are not screwed on weaponry though and you will want to master the quirks of your altered arsenal. The base pistol for example is replaced by a soul arrow shooting bow, and ammo is common with each hit being quite powerful, and of course the chaingun replacement is a faster firing variant. One thing though with this arsenal is that while it hits hard the fire rates are slower than the stock Doom weapons and so spam firing your weapons is harder to do, but this makes things fresh and unique.

Monochrome/grayscale maps have been an unfortunately understated addition to modern mapping: [Void Noir](#), [Black and White](#), and [Monochrome Mapping Project](#) are a few that I remember in recent history that made the most out of a very limited color palette. When all color is stripped away, what is left for you? Do you find yourself yearning for the splatters of demon blood to alleviate the monotony, or do you revel in the simplicity?

nu//void is the brainchild of James Paddock (Jimmy). At first glance the graphics and HUD are reminiscent of a child's drawing- and likely on purpose. At a single click, the lights turn on or off. It almost feels like the realm of a child's imagination, on its way through an important quest to find three mysterious artifacts in order to make it through the big, foreboding door near the start. Pits of dark, scary static shimmer noisily below, the cacophony drawing the mind back to an idle analog television at the end of a film late at night. Don't fall into them though- quite quickly the dream will be ended.



Three different ways, three different artifacts. Which way to go first? Completely up to you! A first artifact lies beyond a pair of spider webs- wait. Are those actually there? Hmm... alright, well, there's definitely spiders on the walls, creepy crawlies to watch you as you look for the artifacts- orbs of pure static, chaotic energy. A second branch leads to seemingly nowhere but a vast swarthy pit- but look closely. a path that only will show itself in the right light- otherwise you'll succumb to the gray chaos matter below. The last branch is probably the most deadly- platforms that reveal themselves and disappear at the snap of a finger. Time these just right and you'll be awarded with a winding path of doors and another test- will you be able to pick the right door? Do it, and you'll be rewarded with yet another glowing chaos orb.



There are no scary monsters to be found lurking beneath the bed or through the halls here- well, not quite. There is one thing lurking the halls, and you'll have no idea when it'll show up. But when it does, it follows without pause or mercy. Being caught is certain death, if the staticy pits don't swallow you as you run for your life. Rest assured, you can count on it coming for you- keep out a close eye and your hand steady.

So the next time you want to take a journey into a simpler, but scarier world, give nu//void a spin. Its childish charms meld in surprising ways into the dark and chilling world that Jimmy has built out of a few grayscale shades. I can say without a doubt I hope more will follow into this style of mapping- its more puzzle-like and general calm (sometimes unsettlingly so) demeanor is a great way to introduce those into Doom who may not be used to a fast pace quite yet, or to just break out of the run n' gun loop that some may find themselves in.

NU//VOID, BY BIGBRIKGAMES
(2018 FOR GZDOOM)

- Major Arlene



PRESENTS AN UDMF COMMUNITY PROJECT FOR DOOM II

THE RISING



WADAZINE
MASTER COLLECTION

THE MASTER RECOMMENDATION #11. PRESENTS...

Bourgeois Deathmatch



A CHANT OF WAR IN THE DISTANT DARKNESS,
THE SCREAMS OF WARRIORSS FADE AWAY,
WHILE BLOOD POURS AND DROPS FROM THE BLADE,
THE RELOADING OF A SHOTGUN ANNOUNCES THE DAY,
A DAY OF BATTLE, A MATCH OF...

DEATH.

BY DECAY, DOOMKID & RAZGRIZ



This is a special edition of the *Wa-dazine Master Recommendation*, as what we have here is the first megawad with a Deathmatch focus to be awarded our prize, as well as the first hybrid work that combines the balance of Singleplayer with the frenetic design and layouts of *Deathmatch*, something unique to find that we don't see every year, no doubt. This results in a prodigy in terms of creativity that stands out for the excellent balanced design that combines two very different worlds under a realm that clearly establishes its foundations while at the same time, follows its own style. *Bourgeois DM* is what many far-away fans of DM WADs have been waiting for all this time. The opportunity to play those fantastic maps designed for mul-

tiplayer under your own circumstances in Singleplayer. A wet dream of mine, come true.

Bourgeois Deathmatch follows a distinctive and palpable creation philosophy, where it emphasizes the synergistic combination of balance between the SP world and the DM world. On the one hand, each map is clearly designed to be played against other players in glorious deathmatch combat, but in case you have no one to play with or simply prefer to be alone during your session, *Bourgeois Deathmatch* also brings with it an exceptional singleplayer balance that welcomes players looking for a DM challenge without being DM. Illogical, but true! The fact that the megawad possesses

this quality gives it a unique quality that sets it apart from many other WADs of the same genre. It opens up enormous possibilities to a wide range of players; from casual players looking for a solid adventure to competitive players who wish to challenge their friends in glorious arenas of combat. This megawad offers everything for everyone. Every map is a blast and each unique encounter is designed to offer a bloody challenge that makes you say: This is a match of death.

As a recognizable point, there is the fact that the visuals (and the general concept of the megawad) is to appeal to the vanilla limits of the engine in order to offer totally universal content for all ports and players. Making use of stock textures in the year 2021? It may sound sacrilegious, but with a few well-trained artists, wonders can happen. Don't underestimate the ability of the classics to bring new life to the scene, especially when it comes to appeasing as universal a range as possible. The overall designs of the maps, as well as their layouts, are focused on providing combat arenas for Deathmatch, while implementing a balance designed for Singleplayer. The maps feature a variety of themes ranging from the abstract to the popular; Hell levels, tech-bases, brick-bases, earth-like arenas, flesh & blood levels, etc. There is great vari-



ety in the 30 total maps, each offering enough visuals to combine a good presentation set that maintains consistency through vanilla simplicity. Nothing is extroverted or super extreme, but everything there is more than solid, grounded and well-designed enough to hit just the right balance between the excellent of the modern and the charismatic of the old.

Now comes the juicy part. The gameplay focuses, obviously, on the balance of *Deathmatch*, which many times can be a bit distant from what you are looking to achieve when it comes to the creation of SP-exclusive WADs. On the other hand, there are certain ways, certain tricks, certain alternatives that offer powers beyond what the academy considers valid. Ehem, coming back. The gameplay here can be described as *Scythe-like*, that is, small maps with low enemy population but a tight density that combined with a progressive layout, result in a constant combat dynamic that incites

frenetic movement and intense combat. In other words: A small gift with a big gift inside. The maps are divided independently, where each one can be played without going through the previous one, partly due to the visual design of each map, but mostly thanks to the gameplay balance that makes use of death-exits to avoid the player starting the next map with more weapons and items than he needs, or on the contrary, with less HP or ammo than he should. This creates a complete body that offers a wide variety of scenarios to keep fighting endlessly. Even better, the small and fast design of the maps, with understandable layouts and no puzzles, opens the door to casual players who want to get into a classic adventure spirit without drowning in difficulty. Thanks to *Decay's* excellent balance, the maps are accessible to all players at all skill-levels. From the first to the last, the balance shines in genius. An injection of SP to DM like never before.

Bourgeois Deathmatch is a great megawad that can be described as a fast-food menu: a hamburger and a box of fries. On one side you have the main course, ready for you to enjoy. And on the other hand, you have a few extra things you can taste along the way, or ignore altogether, or enjoy at the same time! One way or another, you'll be left with a thirst for either a new Singleplayer adventure or a deep exploration into the violent world of *Deathmatch*. Whichever you choose, you will be satisfied and you will see with joyful eyes how the times of yesteryear are evolved into a rewarding, polished and passionate work.

Don't wait any longer. Play it now! Well, are you interested to know more? Then read on, because one of the creators is here to tell you about this fantastic project.



For this and much more, I am happy and pleased to give our eleventh **Seal of Approval** to **Bourgeois DM**, designed by *Decay*, *Doomkid* and *Razgriz*. An excellent trio of professional players who carry the torch of enthusiasm wherever they go. Congratulations! And go for more frags!



Doom Master Wadazine: A fantastic project in all sense! How did you guys come up with this idea?

Doomkid: Decay was the main brain behind this project! I just helped a bit :) We saw how the Unity port was getting some sweet vanilla WADs added to the official wad lineup, and knowing that it has 4 player split screen support and yet no good DM maps to use it for just seemed wrong to us. We're hoping that if it's chosen, it will give some more representation to Deathmatch, a gamemode invented by **Doom** that is super fun yet doesn't get it's due respect.

WZ: How was the workload between the team?

DK: Decay did the vast majority of the work and was especially diligent with converting each DM arena into a single player/cooperative counterpart. I did things like the title screen, *DeHackEd* work and the original MDIs scattered throughout the base wad, and Raz helped with testing and such, but Decay was absolutely the man of the hour.

WZ: Making a DM megawad compatible with SP and coop is a blessing, why did you guys do this?

DK: The original plan was just to provide Unity players with DM maps, but we ended up with a great campaign here too thanks to Decay. He converted every arena (as previously mentioned) so that casual players, speedrunners and other non-DMers could also have fun here. I think it turned out well!

WZ: Looks like your main goal is to make this an official-addon, how come?

DK: We just know there's a ton of Doomers out there who would love DM, but have simply never been exposed to it, or more accurately have never had decent turf to DM on. We hoped that if it was selected as an addon, it may give those Doomers a chance to truly appreciate how fun DM is. And even if not, at the very least, they'll get some more high-speed maps to blast through in SP.

WZ: DM maps were the main attractions back in the 90 and early 2000s, how do you feel about the

INTERVIEW WITH Doomkid

current state of the multiplayer/DM mapping scene?

DK: Things have definitely slowed down. There's a DWANGO themed community project going right now and I still see active DM servers throughout the week, but I absolutely miss the era where DM servers and wads were a dime a dozen and want to do whatever I can to keep the DM spirit alive.

WZ: Was there a philosophy or approach as to how to balance the maps for SP?

DK: Decay would be the man with the answer here, but I think he was going for something resembling a *Scythe*-like experience - bite-sized fun maps. I think the main difference is that these start a tad harder than *Scythe*, but never gets to the really high difficulty of it's last stretch (which is infamous, but I personally love it.)

WZ: What did you enjoy the most about making this megawad?

DK: Working with Decay and chatting to him while we plucked away at stuff was fun, seeing all the positive feedback in the thread (and the YT video I made about *Bougeois*) was also fun because it meant the work was paying off, and of course playing and streaming some really big DM sessions was a blast! The ZDS and TNS events which hosted it for DM and Survival respectively tested how it handles a high volume of players, and that was really fun to watch as well.

WZ: Do you have a favorite or special map in here?

DK: Decay's map, "Fade", is probably my favourite of the bunch. That map has existed in a couple different forms since *DBAB*, it's very underrated.

WZ: What inspired you to make this happen?



DK: Above all else, the desire to share the fun of DM with the rest of the Doom-ing world! Also to remind people that excellent arenas can absolutely still be made within vanilla limits.

WZ: Any chances of a sequel or spiritual successor?

DK: Definitely! Decay would know the details since it's his baby, but both him and I are afflicted with some disorder where we literally can't stop making projects even if we wanted to, so a follow up is definitely a possibility.

WZ: Are you happy with the reception the megawad has gained?

DK: All the feedback has been really positive, so I am happy with it, although more exposure and more diversity of feedback would make me even happier (gives us more to chew on as mappers, after all).

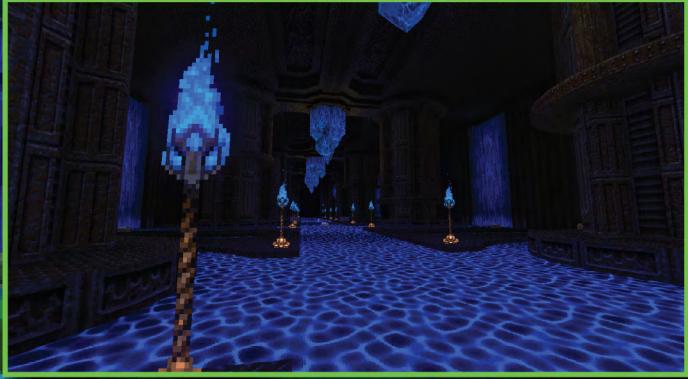
WZ: Any last words to the community?

DK: Keep on fraggin' - or if you've never fragged before, get your butt in a DM, soldier! Thanks, *Endless*, this was fun to respond to hehe :)

And thanks to you, Doomkid, for joining us in this issue! Congrats on the award and keep it going.

REMMiRATH + CLAY + BAUUL + MAJOR ARLENE

DEATH'S DI~~H~~OTOMY



COMING SOON
TO GZDOOM





DEATHMATCH MADNESS CHAMPIONSHIP

A new *multiplayer event*
hosted and organized by the
Wadazine community for
everyone to join!



DEATHMATCH MADNESS

A new multiplayer deathmatch event produced by the *Wadazine* and organized by me and @Gaia74. Each week we'll face off in glorious PVP blaze against each other, looking for glory in the arena while at the same time showing an honorable display of skills and respect. A fun event where blood shall be spilled and smiles shall be forged! Kinda.

- A new event each **Sunday**.
- Using **Zandronum**.
- New maps each week.
- Up to **16 players**.
- **30 frags** per map.
- **4 minutes** time limit.
- Sessions lasts for about **10 to 15 maps**, depending on the WAD.
- Deathmatch mods included.
- Player with the **highest frags** wins the event.
- A **leaderboard** to keep track of players and stats.
- An organized **championship** each month.
- And of course, a special article in each *Wadazine* issue summarizing all the events.

The WMD aims to be a fun and graceful event for all kinds of players that want to have a spin at the infamous Deathmatch game mode, one that pretty much cemented **Doom** popularity during the early 90s. Time to get back, back to the arena!

Have suggestions, tips, feedback or want to lend a hand? Please, say so! All help is welcome.



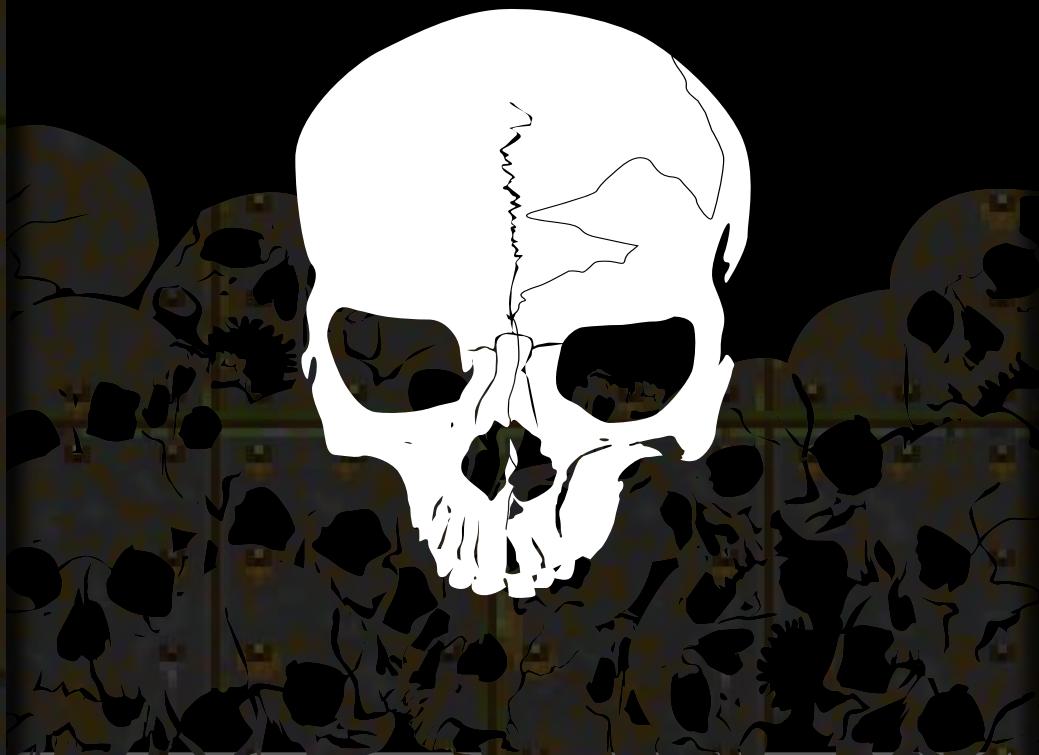
DEATHMATCH MADNESS

CHAMPIONSHIP

Every last Sunday of the month, a special *Championship* is played among all players who wish to participate. This event follows the standard *FFA* rules, but with some modifications to accommodate the best players and raise the skill curve a bit. Players must sign days before so they can receive a password and join the *Championships*, this way ensuring participation and a kind of exclusivity to interested competitive players. For this, they must contact one of the event hosts, like me.

Championship Rules:

- **8 players** limit
- **50 frags** per map.
- **8 minutes** per map.
- Championship lasts **6 or more maps**,
depending on the map set.
- Deathmatch mods may or may not be included.
- Player with the **highest frags** by the end of the session wins the Championship.



LEAGUE SYSTEM

Taking note from real ranking systems, the League system is a simplified, optional leaderboard that scores points based on a formula of kills plus wins. Because of a lack of an automated system, the League system is done by hand and is mostly optional to whoever wishes to participate on it, since close participation is required for better optimization.

The system is based on seasonal leagues that last for about 6 months, with some days of rest in between.

To calculate points, the system takes into account:

- Player **kills**.
- **Matches** won.
- **Championships** won.

Each player kill scores 1 point, while won matches score 100 points and Championships score 500 points.

Example:

Player1 League Stats:

245 Total Kills | 9 Wins | 1 Championship

Total Score: 1,645 (245 + 900 + 500)

This way, the system keeps track of a player score while still retaining a simple yet easy to understand formula. Of course, this is not perfect, but it's a fun way to have a cemented league for the events.



DEATHMATCH MADNESS

RECAP



WDM #1: Aeon Deathmatch (March 28)

Razgriz **WINNER**

Our first Wadazine Deathmatch Madness event will see us battling blood in the iconic Aeon Deathmatch, a megawad that combines absolute quality with a huge variation of visual themes under a unique touch that even includes new weapons to enhance the experience. Let's see how well the blood runs in these pristine worlds.



WDM #2: Bourgeois DM (April 4)

EDR//Muerejoven **WINNER**

We continue with the killing spree and this time we find ourselves in a megawad created by 3 fantastic artists in the history of Doom Deathmatch: @Doomkid, @Decay & @Razgriz, both knowledgeable about the game and with excellent tact to create fantastic maps, all in vanilla style, which function as excellent combat scenarios to satisfy our combat needs. This is a complete megawad that shows us how almost 3 decades later, Deathmatch is still as good as ever.

DEATHMATCH MADNESS

RECAP



WDM #3: Dwango 20th Anniversary (April 11) Rowdy **WINNER**

Back to the massacre. This time we will test an iconic WAD that went around the world and was once the king of deatmatch history in **Doom**. Precisely we are talking about a compilation of *Dwango* maps made by @Doomkid for its 20th anniversary. The maps range from medium to small, but they all have interesting layouts and a smooth style that gives them the perfect presentation to host blood battles and spill the red in the sand. Intense combat awaits us in these locations.



WDM #4: Blackened DM (April 18) Caze **WINNER**

Created by @LacedCase. This is a WAD of pure carnage designed to offer the best possible encounters on large, grandiose maps that serve as fascinating combat arenas capable of holding a good handful of players ready to bust each other's faces. Featuring 10 new maps in total, new MIDI music, modified weapons, new power-ups, new textures, etc. This all-in-one WAD is an absolute blast full of detail and suffering. Welcome to *Blackened*.

WADAZINE

SURVIVAL SESSIONS

RECAP

FROM MARCH TO APRIL

After taking a break for almost a whole month, the Wadazine returns to its normal activities to continue with the Survival events and to be able to please the loyal players who have joined us at every opportunity. Starting in March and leading up to the launch of this edition in April, we had five total events with different WADs that offered hours of entertainment, bugs, beatings, pleasure and pain. A lot of things.

WSS #7: Sacrament (March 13) SURVIVED

A 14-map project created by the late Russian mapper clan B0S that, for some strange reason, never won a Cacoward despite being on the shortlist. One thing is clear with Sacrament, here we have an ultra realistic detail that goes beyond simple design and manages to create a dark, heavy and full of apocalyptic identity WAD. Sacrament is an epic adventure (though not very difficult) that emphasizes exploration over combat. Something very different from what the Doom community is used to! Let's see how our session goes in this adventure through the apocalyptic world of these Russian masters.

WSS #8: Hellcore (March 27) DEAD AT MAP11

Hellcore is a 2004 megawad that stood out for being in development for almost a decade, giving it a distinctive touch of modernism combined with classic designs that shine like jewels in the mud. Of course, it is also recognized for winning the Mordeth Award under interesting circumstances. A megawad in which we are presented with a mixed bag of work in terms of reception, but one that will undoubtedly entertain us through a journey from 1995 to 2004. Ready to join us in this new survival adventure?

WSS #9: Scimitar (April 3) SURVIVED

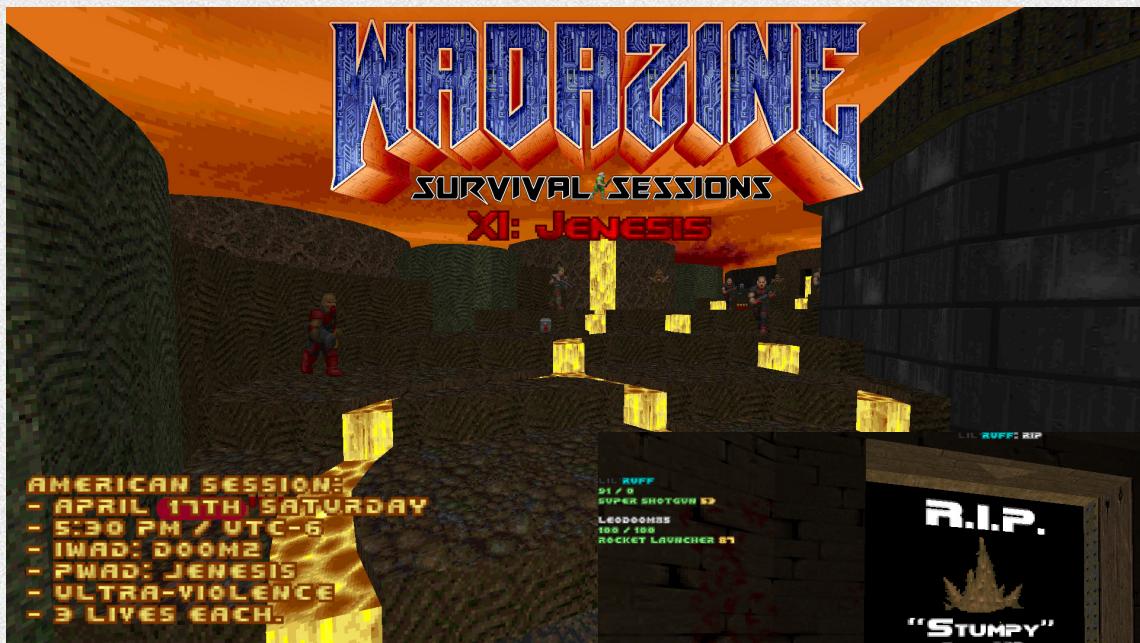
The 2000s were a strange and epic time for the history of WADs. We saw both an increase in quality and a slight decrease in overall production, but it was an era that marked an extreme leap between the classism of the 90s and the technological modernism of the 2010s. Scimitar is one of those WADs that work as a bridge between both, being great examples of combining 2 different styles under a result that can give things as cool as painful. But I'm sure there won't be much pain here, so let's relax a bit and get into it.

Scimitar was a special kind, because we discovered that the WAD is NOT meant to be played on co-op mode. Half the maps were broken, hehe, could be my fault for not checking them one by one.

WSS #10: Doom Barracks Zone (April 10) DEAT AT MAP04

We are back in action this Saturday with more survival. This time we face a special WAD that brings some new tricks up his sleeve, like new weapons, enemies and incredibly detailed and huge maps that will give us good action for at least 1 hour. That is, if we are fast. Otherwise, welcome to suffering. Hehe.





WSS #11: Jenesis (April 17) SURVIVED

@Jimmy is an artist known for his multiple talents and ability to create amazing art in whatever he sets his mind to; be it music, maps, project management or just about anything Doom related. The guy has done just about everything. Jenesis is the great personal project that brought him fame among the community, serving as his true premiere of what he would be able to bring to the community for over a decade. This time, the Wadazine community delves into this fantastic collection and we will be confronted with what awaits us in Jenesis.

By far one of the coolest and most fun sessions we've had. A very amazing one and Jenesis is just perfect for it.



Cacophony, aptly Doomy-named, is his first release into the world of MIDI making, and one hell of an album that you can download for free for your hearing pleasure.

TRACKLIST:

- 01 - Macro (Composed: 05th September 2020)
- 02 - Spherical (Composed: 8th October 2020)
- 03 - Rainfall (Composed: 26th June 2020)
- 04 - Hourglass (Composed: 22nd February 2021)
- 05 - Disconcerted (Composed: 30th December 2020)
- 06 - Crestfallen (Composed: 19th June 2020)
- 07 - Pressure (Composed: 13th August 2020)
- 08 - Encounter (Composed: 29th November 2020)
- 09 - Stress (Composed: 23rd February 2021)
- 10 - Pulsate (Composed: 19th June 2020)

Overcome, Dragonfly second MIDI album just like the previous one, free for download but this one also has the lovely quality of being in the opportunity for public use as you please. So, you can listen to item on your way downtown but you can also use them on your way downtown, if you get what I mean.

TRACKLIST:

- 01 - Overcome (Composed: 7th April 2021)
- 02 - Podium (Composed: 24th March 2021)
- 03 - Djenotype (Composed: 5th April 2021)
- 04 - Beatdown (Composed: 3rd April 2021)
- 05 - Calculated (Composed: 26th March 2021)
- 06 - Soaring (Composed: 11th March 2021)
- 07 - Interlude (Composed: 5th April 2021)
- 08 - Abhorrent (Composed: 4th March 2021)
- 09 - Bellicosity (Composed: 29th March 2021)
- 10 - Crush (Composed: 29th March 2021)
- 11 - Conclusion (Composed: 13th February 2021)
- 12 - Exodus (Composed: 22nd March 2021)



Wait no more and go for them! Take a crack at the work of one of the most prolific and multitalented artists this community has!

Romero leaks shut down!

John Romero can no longer share Doom Alpha/Beta content.

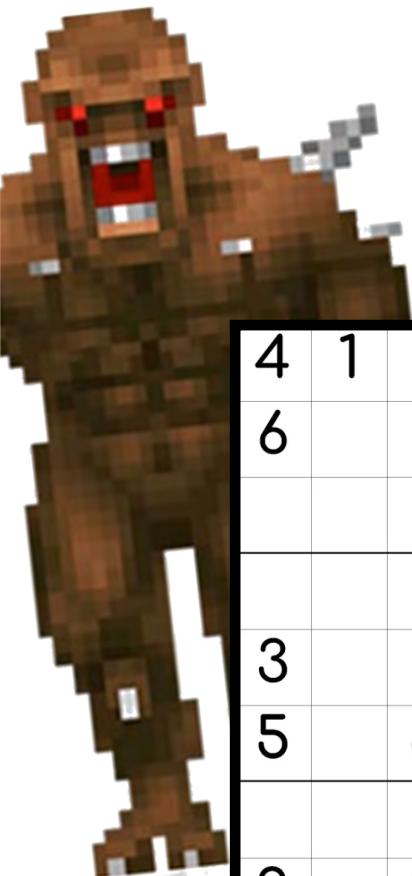
Much of the alpha content that the community has come to see, use and even modify, has been released thanks to the efforts of John Romero, one of

the original creators who from time to time regaled us with memories of the past.

While these assets are considered to be rejected, inferior or simply not suitable compared to the originals, modders and archivists have been very appreciative of these contributions and have created different works around the alpha and beta items. Some Doom mods and even WADs have been done with alpha assets.

Sadly, after the recent organizational changes in Bethesda, John Romero is no longer permitted to share any kind of Doom assets. This is because the Doom IP no longer belongs to Romero and this prevents him from continuing to release content created by the original team. While this may be frustrating for many, Romero has already shared almost all of the Doom content there was and we have a large selection of alpha and beta content released thanks to him. So, for that, we can at least smile that he did it in the first place.

IMPGUY'S PUZZLE CORNER



4	1			6	8
6				2	
				5	1
	2	4		6	9
3		5			
5	6		9		1
	7			3	
9	2	6	4		
	7	9	8	5	

John Romero launches a 24/7 Deathmatch Server on Odamex!

But not everything is gloomy anymore! Romero, not only a father of the game we love so much, is also a big fan of the community and his personal baby, one that he keeps contributing after all these years. Among those recent contributions is the new institution of a 24/7 DM Server by Romero himself being hosted on Odamex, the vanilla-friendly multiplayer source-port!

You can join now his [Discord server](#) and participate on these DM events with no price at all, only some shotgun shells as entry free and a lot of skill. Among some of the regulars you can find the Doomtuber star, decino (or is it ducino?) taking on some duels with the OG Doom father!

Although, be careful, the OG can still kick ass. Ready to rumble?

NEWSTUFF ON DOOMWORLD

Since Feb. 19, 2021

RIP AND SHARE.

1. Wayward Depot - [first map](#)
2. Fast Doom pk3
3. Techbase Gemini {BETA VERSION}
4. UAC wacky house
5. First-ish map: The Cube
6. Omni's Slag Heap - A Limit-Removing set of castoffs and misfits for Doom 2
7. Doom Snake
8. 2 Scrapped Egg Boy Maps
9. "Umbra" A Single Map for Doom 2
10. "Demonkind's Dwelling" - single Boom map (entry for Max. Project)
11. Doomguy 3D Model Idle Animation
12. Heretic episode: Sold Soul RC1.3 Released
13. Resurrecting old unfinished megawad
14. "Gateways To Annihilation" MAP05 DEMO
15. Doom Alcove v0.2.1
16. Delta Military Facility(My First Wad)
17. Abyssal Speedmapping Session 52 - Unicode has been defeated forever, good job soldier.
18. Pump station - Doom II wad
19. Short Slaughtermap (my first wad)
20. My First Attempt at making a map
21. Ungodly Dwellings - First Map
22. DoMarinesDreamofTechbase?.wad (Sorta my take on E1M1)
23. Strife Coop Patch Project [v0.9 beta]
24. New Maps - Curse of Reverence
25. Last stand v0.1
26. Ammo Adjuster* [v0.76 | 2/25/2021]
27. Shotgun Guy 3D Model Idle Animation
28. My First Map – School
29. DBP32: Tomatomania!
30. My Latest Wad: Crystal Facility(Under Construction)
31. Stimulants - [3 Maps // Vanilla Compatable]
32. Bite-Sized Threat - a very simple vanilla gameplay mod with scarce ammo and hard-hitting guns
33. My second! attempt at making a map
34. TechBase 1 - my first released map
35. First deathmatch map!
36. Ofisil's Crap-O-rama
37. Doom - Serious Sam the Mysterious Encounter - My first mod
38. Uncharted Territory - My First Map
39. Crepitations - Otex map
40. Operation Last Resort - Demo Available Now!
41. Doom Nemesis and Ballern
42. Crimson Temple, my first Doom map - again!
43. Modest Mapping 2: Wretched Coven - RC1 out now!
44. My newest map (Limit-removing, Doom II)
45. The Chemical Potential: Revamped Hydra --> Updated with 4 Maps
46. Production Line: a tiny industrial-themed map.

[47. Map The Fourth - There Goes The Neighbourhood \(v2\)](#)
[48. \[Release\] The Unending](#)
[49. DBP33: Rainy Days In Casablanca](#)
[50. Tombs of Torment - first WAD](#)
[51. UAC-M4: My reworking of E1M4 \(Doom 2\)](#)
[52. \(WIP\) Eternity Blitz](#)
[53. Wad with 3 Maps!](#)
[54. \(WIP\) KRUGLYI \(Playable Monsterpack\)](#)
[55. PUSS VII: Rowdy Rudy: March of the Speeddemons \[March Speedmapping Event\]](#)
[56. Netherworld - A WAD with 12 maps, boss level and 2 secret levels](#)
[57. MY SECOND MAP - HELL AWAITS](#)
[58. My First Map! MORGUE.WAD FEEDBACK WANTED](#)
[59. Heartland - an episode for the Eternity Engine - RC2 out, lots of bugfixes](#)
[60. \[k8vavoom\] Zan: Journey to Another Dimension \(gameplay mod\)](#)
[61. Haunting Outbreak Official Megawad Release!](#)
[62. I don't have a name for this, the demo](#)
[63. Hamartia](#)
[64. SUBMIT YOUR DM MAPS! TWANGO1.WAD](#)
[65. \[Announcement post, not started yet!\] Skulltiverse: A spiritual sequel to Hellelevator. \[Boom speedmapping community project\]](#)
[66. my maps](#)
[67. The West Virginia Anomaly \(short vanilla compatible map\)](#)
[68. Extra Crispy.WAD](#)
[69. First time mapping for DooM 2](#)
[70. Prison Heck \(Castle / Prison themed level\)](#)
[71. Torment of Screams Wad](#)
[72. The Power from Hell is back once again! And it's less offensive this time.](#)
[73. The arena \(a slaughtermap thing\)](#)
[74. Iron Keep - Single Map WAD](#)
[75. Dead Signal \(wad\)](#)
[76. Hey, wanna play my first \(mediocre\) map?](#)
[77. Thorncastle of the goddess \(My first map and first wad project\)](#)
[78. Well, I tried doing a second map](#)
[79. \[Wadazine Community Project\] WMC01: The Rising](#)
[80. First Map – BunkerBuster](#)
[81. The Return| a MegaWad project](#)
[82. Comp.WAD](#)
[83. \[WIP\] Fear in your Memories](#)
[84. Catacomb 3D](#)
[85. A standalone release - Malacoda's Lair](#)
[86. Looking for BETA testers for my PlayerClass Mod](#)
[87. Sin City - a R.A.C.Kill Taeser \(1 map, spicy vanilla\)](#)
[88. ESTIX.wad Doom in 2d](#)
[89. Old Storage One \(A limit-removing Doom II map\)](#)
[90. map 1 of doom 2 but only with archviles](#)
[91. Abaddon's Garrison\(BETA Version, Help Wanted\)](#)
[92. Europa Landing Project - 8 Player DM Arena Map](#)
[93. E2M2 but it's ALL crates...](#)
[94. Abyssal Speedmapping Session 53: Well that's just prime.](#)
[95. \[WIP\] EPOCH - The Xasermmap Mixtape Megawad](#)
[96. Archi-Tek V 1.0 \(RELEASE!\)](#)
[97. What if Map 1, but Archviles?](#)
[98. "walking simulator" / puzzle WAD's \(low / zero action\)](#)
[99. Standalone For Marine DOOM](#)
[100. Earthless: Prelude - RC1 released.](#)
[101. splinty.wad](#)
[102. Metabolized mapset](#)



NEWSSTUFF ON WORLD



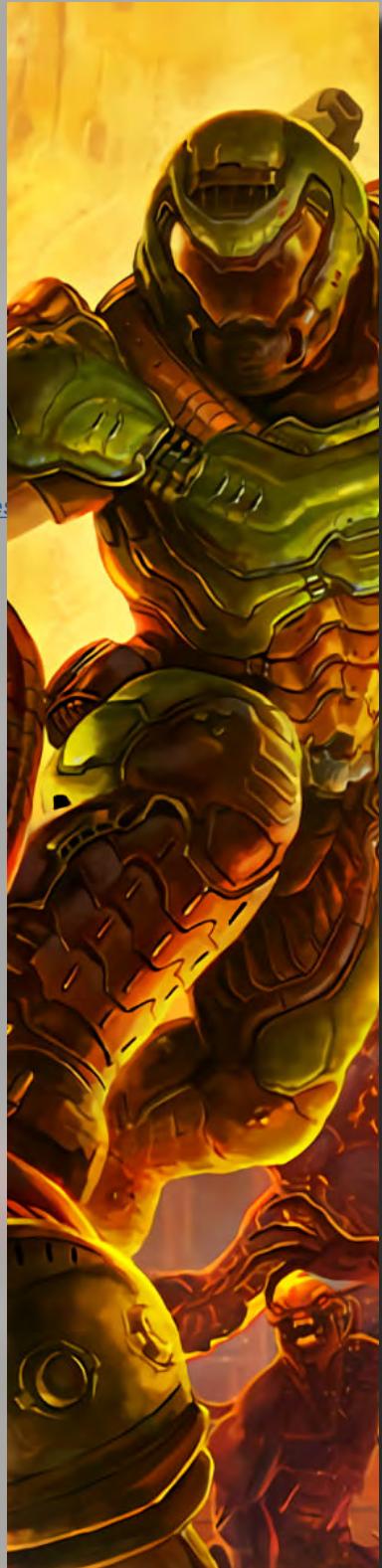
- [103. Imp 3D Model](#)
- [104. Waterworks - my newest map \[GZDoom\]](#)
- [105. THEME-GAWAD PROJECT #1 \[LOOKING FOR MIDI COMPOSERS\]](#)
- [106. reTNT - TNT Evolution Rework \(Crosspost from ZDoom forums\)](#)
- [107. The Return\(NEED MORE MEMBERS\), a Mega-WAD project](#)
- [108. The Cutting Room Floor : Jungle Boogie, 3 maps for DOOM2](#)
- [109. Another map for a Divine Comedy themed WAD - Wood of Skulls](#)
- [110. \[Vanilla Hexen\]\[10 maps hub\]Lost Luxury \(Now on /idgames!\)](#)
- [111. Alestorm - Public demo 1](#)
- [112. Click.wad](#)
- [113. Bionicle Heroes: Doom Edition. Full Release!](#)
- [114. DISINTEGRATION \(GZDoom\)](#)
- [115. Cardinal Sin \(Heretic\) RC1.1 released!](#)
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NEWSTUFF ON DOOMWORLD

WAD Guide by LadyMistDragon

RIP AND SHARE.

[Magnum Opus \(April demo\)](#)

by Give Me Ya Pretzels

Normally, I'd leave something blatantly unfinished like this alone, but he'd gotten zero feedback regarding the wad on Doomworld 30 days after uploading the demo, so I thought I'd opine on it for a bit. (too lazy to create a Doomworld account, sorry)

Essentially, it's an attempt at a more military-style Doom weapon mod. The Gauntlets of Doom, which are essentially a booster version of the Heretic gauntlets which help you jump cross wide gaps) and you can't use idfa to get them all for some reason. They all bring something kind of neat to the table. The sniper rifle fires very slowly but is incredibly accurate and very powerful, the super shotgun has boosted damage compared to its vanilla Doom II counterpart but its accompanying sound effect lacks the punch at the moment, the pump-action counterpart's firing sound is actually more satisfying, the pistol is a gajillion times better (of course) while the military-style assault rifle is great. There's also supposed to

The accompanying level set has a hub structure, the names of which have some straightforwardly evocative names referring to the weapon you'll pick up in each of them (M1911, the handgun you saw your grandfather use, MSR-1, the gun you saw your comrade use) buttressed by some snazzy music in a variety of styles that can't be quite called Doom-esque but is enjoyable all the same.

At this point, the levels are basically skeletons. I had to idclip my way up ledges and the passage between different areas of levels are very arbitrary

and sudden (walk against a wall and find yourself in another room). The difficulty also needs serious balancing. Along these lines, while there's 4 different skill levels, there's no skill support currently. There's no chance you'll be able to fight off arachnotrons without iddqo(so run past them), and the last boss, a Spider Mastermind has a ridiculous amount of health, super-jumping powers, and every Doom attack imaginable, is a blatant troll. There's definite work to be done but watch this space to see info on the improvements.

April update: Another hub, along with some story, levels, enemies and several weapons have been added including a bazooka-type weapon that's not half-bad. The barons that I'm pretty sure were plucked from Realm 667 are pretty annoying for various reasons. The levels are basically still skeletons, but at least you can spot the transitions between one area and the next now. And there's actual skill support now.

[PUSSIV: The Twelve Days of Doomas](#)

by Various

Plays in GZ Doom. The PUSS series is a monthly speedmapping event that grew out of the planning for another megawad that should be released soon. Before I started this, the only speedmap set I'd played was Base Ganymede for OG Doom. It's pretty safe to say that for all intents and purposes, I was a virgin when it came to sadistically designed speedmaps.

Because man, I don't know if PUSS on the whole has a similar philosophy but the 12 Days of Doomas hates you and wants you to die. Is this a result of the constraints listed in the accompanying text file? I'm not really a huge mapper, so I'm not sure, but I tended to dread the sight of Pain Elementals wherever

they happened to be found.

The sight of the first arch-vile you see facing away from you pretty much sets the tone for the rest of the set. Arch-viles, Pain Elementals, and Cyberdemons are all about as common as they can possibly be within the confines each level sets out. Don't hesitate to play on something easier if you wish, because the set simply does not give a fuck otherwise who you are. Otherwise, you could just save frequently if you're not a Doomgod because you'll probably be able to finish most of the levels on UV if you're a competent player. I got through without saving on probably 7 or 8 of them, but some of them such as the obnoxious half-dozen Arch-viles which demand the blessing of the RNG gods in Map 02, the ice-piercingly cold floor of the large central room in Map 08 or that ridiculously large agglomeration of Cacodemons with 4 Pain Elementals thrown in for good measure across from two Cyberdemons in Map 05 are either impossible or too infuriating to make single runs of maps worth the time personally. The latter specifically was ridiculous because is likely more than your ammo can handle. I think you're supposed to trigger infighting, but the problem is that there are so many Cacodemons that you're likely to die in the attempt, particularly as the only means of escape is a life right below the maw which they emanate from. The rest of the maps are fairer (except, though perhaps more obnoxious in some ways. For instance, Map 11 is my favorite because it's open in a way the rest of the maps are not, but it's probably the 3rd hardest). Map 15 is a surprisingly beatable map, despite the presence of 4 cyberdemons at the end and some obnoxious Arch-viles hanging around nearby.

[PUSS: Clandestine Castle Crashing](#)

by Various

GZDoom compatible. Considerably fairer than the last PUSS set (I mean, Muumi does pull a fast one for the second set in a row (he did my ever-loathed map 05 in 12 Days), but maybe you've found a way to access the BFG, so on the other hand...), Clandestine Castle Crashing is nevertheless not lacking in challenge as is befitting a speedmap collection. 24 maps which all have a castle theme, have at least 10 secrets, and are supposed to be constructed in eight hours (I dunno how anyone can tell, but I'm not really a mapper). We'll just say the mappers did an admirable job rising to the challenge, though the 10-secrets requirement led to some rather silly secrets, like a mound of dirt with some health potions being one in map 02. Strangely enough, there are often some incredibly cryptic secrets hidden in the same map where you find these ones. There is a consistent visual style of dark-grey/black wall textures with cross icons scattered throughout most of these entries, though some entries like Map 08 don't take place in a castle whatsoever. And maybe I just don't find the castle aesthetic massively compelling, but I didn't really enjoy this as much Twelve Days of Doomas. It probably didn't help matters that I'm bad at finding secrets. It might also because the placement of the Cyberdemon/Spider Mastermind didn't really add all that much in spots.

[Mucus Empire](#)

by Nefelibeta

Nefelibeta is a mapping newcomer who recently submitted a map that'll likely be included in PRCP2. This surprisingly ambitious, limit-removing tribute to the Mucus Flow pulls some textures from some other WADs, but also expands on the potential of the Mucus Flow in certain areas, despite a rather blatant lack of playtesting.

One thing that people talk about regarding the Mucus Flow is a certain surreal, dreamlike quality to the map, influenced perhaps, by the very name. Mucus Empire seems determined to expand on this. While the Mucus Flow can be said to be comprised of tech-base and caverns with that ubiquitous green nastiness never very far away.

Mucus Empire starts you off in a dark cavern with nothing but a Commander Keen hanging in a window. Since you can't exit right away, just shoot or punch the Keen until it does and a door will slowly open. After facing down some rather tough enemies with nothing but your fists, you'll happen upon a subway and on the other side of the train, a surprisingly elaborate subway station. Like what you probably ride every day to work, never stopping to consider that anything could possibly change in your life. Then upon finding the subway exit requiring a green skull key, you then end up wandering into a massive cavern with a demonic fortress surrounded by some epic architecture on the other side of a radioactive cavern. During all of this, you work your way through a series of escalating encounters. And that pulse-pounding, haunting music plays all the while. Yeah, this map gets you contemplating the nature of life in many ways. Like have you seen the secret room that's a near-direct pastiche from the Mucus Flow? You realize that the source of this godawful fucked-up dream is your misery, spelled out in a most hideous and revolting manner, and that the ultimately YOU are the mucus...I really need to stop before I disgust myself.

Having said all that, I wouldn't recommend playing it in it's current state if you can't handle being softlocked in several locations. There are some texture misalignments, particularly in that weird-ass cavern I mentioned earlier, but for instance, there are some spots on the ledges near the entrance to the temple that you can't get out of. It's also possible to fall between the train and the platform apparently, though there's an artificial wall on the sides in the space between the trains.

Finally there are the escalating encounters. The green key fight is ok, though I'm not sure if getting the plasma rifle before or after would be such a bad idea. The worst one is where you're fighting several Arch-viles in a room with an invulnerability sphere just pass this room. Hang in the corners for just a little bit too long and you can get telefragged to death by getting removed to another location essentially inside the walls. This seems like kind of a purposeful decision, but definitely not one I can endorse.

The last massive one is somewhat more bearable than you might expect from how packed the room is. Even so, you still will have to deal with probably at least 10 Arch-viles and Pain Elementals flying in from the sides in one final burst of bullshit. You are provided with plenty of ammo for the fight, so that's good. In fact, other than the beginning, ammo conservation isn't any sort of priority by the time you enter the subway station. All the same, follow this one. Hopefully, will update it, but I'm writing this because seems like the kind of project you never can tell.

[Map 01](#)

by Raviner

The author's first map in 25 years, it'll definitely feel like a 1996 time warp to veteran Doomers. Textures slapped haphazardly together in the starting house. Neat details indicative of a greater mentality to move away from the ridiculous abstractness of Doom II. Arbitrarily placed platforms that will raise and lower upon pressing respective buttons whose existence is seemingly only to amuse the mapmakers because you can find yourself trapped quite easily. A map where you'll often be at a loss on how to proceed, thanks to the Downtown style of complete openness further affected by incredibly cryptic progression that was fairly common in maps at the time. Thankfully, a few little changes make this map actually beatable without nocliping in the next version. Oh, and the accompanying music needs to be played outside the source port (a Zdoom-derived one because this breaks limits in PrBoom+ for some reason)

If you like picking apart puzzles, a la Eternal Doom, this is worth a play (and not the one the Cyberdemon in the map is in, lol) But if all you want to do is slay (the majority of you Philistines), avoid this map.

[Cold Spaghetti](#)

by MoaiElemental

Silly gimmick map. Nothing in the level resembles spaghetti from overhead, just pot-like structures containing murky water. Largely filled with all the most annoying enemies except chain-generators



[Wand.](#)

by The Bug

Somebody replaced the plasma rifle with a wand-type weapon which normally glows green but will glow red when fired. That's it.

[Castle.](#)

by Sheckly

This level will play in any limit-removing port and has skill support. So I'd don't want to undersell this level too much, but it's basically an entirely linear affair with rather sedate combat (a less claustrophobic Map 5 and 6 in terms of difficulty, essentially). But around halfway through not long after entering a hell castle area, you start getting some slaughter-y combat, and the difficulty massively jumps. As an example, you run into one room bookended by Arch-viles paired with Pain Elementals. Quite exciting at first fine at first, but eventually, the ammo largely dries up and, you'll have to marshall your resources by punching where you can(...) and the inception of infighting. Lemme tell you, killing Revenants with a chaingun is just flat-out tedious. It's fine for a starting level but won't wow you with its visuals. Still, it does have some good fights, so check it out.

[C'est la Vie](#)

by iUsuallyDie, aka the one with the avvie of Burns dressed like Jimbo Jones

A GZDoom map with skill support that makes use of gimmicks in a couple of spots, such as flame shooting from the walls in the big room close to where you find the red key and a water maze that'll probably annoy you more so than not due to the paucity of Bio-suits that you'll have to use really carefully. You might very well need the damn MegaspHERE located in a secret you can only access when you find the Blue key. The ridiculous darkness in the halls leading to the red ket might be the worst though. Hopefully, you'll find the secret BFG because it'll make the fight against the Cyberdemon at the end less tedious. You can check it out if you like swimming in FPS games, but keep in mind the bio-suit ratio needs serious balancing.

[Universal Floor Dryer](#)

by StalkerBlade StockerFades

Who the hell came up with this steaming pile of dogshit? A wad that supposedly makes your movement less floaty, but if it does, I couldn't give a fuck because this turd of a mod causes your movement to stick every so often. Even in more sedate levels, it's hard to see how you'd survive for long. And most Doomers who demand continuous action will be ready to gouge their own eyes out before touching this again. I don't think I can communicate what a hideous abortion of Doom this pathetic attempt at a quasi Terry-wad is manifested here. Just avoid the Maucubi excrement and move on.

[The Unending](#)

by RemiliaScarlet

Made for something called K8vavoom. Originally made in a 2018 for a larger project that was abandoned, The Unending is a highly atmospheric, hopeless map capped off by a killer metal cover of "Sign of Evil" by Sonic Clang or Andrew Hulshult or someone else's metal version of this incredible track. The setup, as revealed by the beginning and ending and by Remilia on the thread she started announcing the release of this map, is that you're a guy who was in an accident and now suffering a recurring nightmare.... which involves you entering a mansion and shooting up demons like you're in Doom for some reason instead of having a Silent-Hill like experience. So maybe it's a little illogical, but fuhged-aboutit.

I've only really played through 1 Remilia map, a recent release that was essentially like something from a fun-house mirror, though I have played bits of her other maps before. But just like those ones, The Unending makes good and interesting use of strange and unusual textures, including a Quake symbol at one point and those inky red arrows you also see at points in that game. There's even what I think is a Realm 667 enemy called the Nycanthrope which uses Scrag sound effects, though they are deadlier, imo.

You'll have enough ammo to handle the demons, though you'll never feel comfortable. I only died twice, once to a Nycanthrope and once because I was being stupid. Combat is never overwhelming, but it's generally intense and gets quite hairy in that one room where you're pressing a couple of buttons to advance, thanks to the presence of an Arch-vile and Arachnotrons/Manicubi that teleport in. I really like the multi-level nature of the level where you can drop down easily from one floor to the other. It's probably a different way of linking areas. Granted, it's probably slightly rougher in layout than what Remilia prefers, and hallways comprised of cell-like rooms always seem to me like the mapper's trying to fill space, but it's still well-worth your time.

[Uncharted Territory](#)

by Fiendish

GZDoom. A largely outdoor map with some fort and temple areas thrown in for good measure. Progress is measured essentially by locating switches which raises the bars blocking the way to the exit. Combat is fairly routine until you find yourself in a dungeon area and surrounded by Pain Elementals and Revenants. The ambush in the exit room is also nasty, mainly because you have to fight off an Arch-vile and Baron in a small room that contains a disturbing flesh floor. Worth your time if you like large maps.

[Your Friendly Resident Boring Tech-base Map](#)

by C3ntralPr0cessing

Ignore the title. Beyond being tech-base, this map has a distinct lime green hue which is prominent throughout. Congrats to C3ntralPr0cessing for maintaining the consistency of this visual theme throughout. The berserk pack at the beginning really sets the tone. It's like C3ntralPr0cessing has taken a page from BPRD with the paucity of ammo in most of the level, though maybe not quite as extreme as that, it's far too close to comfort. In either case, Jimmy's "Astral Dreadnought" serves as the near-perfect complement to this map

Try to use the ammo you do get only in groups of multiple enemies. Yes, you're gonna be punching many, MANY, hell knights and revenants (ok, probably around 15-20 total). Your dependence on infighting wherever there's a decent chance goes without saying (much).

Believe it, you'll only get so much ammo for the last room. Initially just massive imp mobs, the enemy variety slowly starts to grow, and because has held his bitter hatred of you until his last moment, FOUR Arch-viles along with a similar amount of pain elementals teleporting in came as a massive shock. Two chaingunners will also teleport in, and not at once which makes them all the more infuriating. At a certain point, 4 cyberdemons will teleport in. Let's

hope you've managed your ammo effectively during the final battle because otherwise, you'll have to punch out 1 or 2 of them. Cell ammo does get teleported in at the same time as the cyberdemons, so hopefully, they'll warp in the time they're supposed to. Still, I had to punch the last cyberdemons once before he died and the level ended. Very interesting challenge and finding the secrets will give you slightly more breathing room, particularly the supercharger located in an alcove on the right side of the first large room you'll come to (but save it until you lower the bars to the last room, of course!).

[Hotel Conundrum](#)

by LavaWave

Only playable in Zdoom derivatives. A map set inside a hotel. The author does their best to throw in paintings, fireplaces, and other little touches that make this seem like an actual place. There's something strangely lifeless about most of it, and I can't pin down what. That said, the Arch-vile display in the lobby is quite impressive. I never tried awakening them. In case you find yourself stuck, look for some visual cues similar to what you'd find in later, more realistic FPSs. Ammo's pretty tight and when you acquire the red key, please get out of there as soon as you can, lest the mob of teleporting pinkies traps you. And you end up having to kill a Cyberdemon because of course.



[Halls of Aethelwulf](#)

by Manicalrobot

Limit-removing. The second map from the creator of the Gun Turret, Halls of Aethelwulf is a huge jump in difficulty from that map. Think of it as a slaughter map with Plutonia-style combat situations and you'll get the picture. You're sneaking into the back of what seems like a medieval castle, complete with ramparts (toward the end) a massive great hall and a Round....no it's fucking Rectangular!..table. Wall textures are pretty spare and minimalist, which is ok because this is quite fun overall. Things seem quiet until suddenly you see a massive mob of pinkies when you approach the end of the table closest to you. The dread slowly grows as you start to realize the size of the threat headed your way.

If you picked up the rocket launcher on top of one of the open pillars, you can blast them to pieces, but you only get so many, essentially meaning you'll have to explore the room a little more to kill the rest, which causes half a dozen arachnotrons to spawn on the pillars surrounding the table. Eventually, you'll find a plasma rifle, and just enough ammo to take on the baddies.

Once you've cleared the room, use the blue key to enter the corresponding room. You'll walk your way through a hexagonal chamber with the sort of token opposition that tells you you've got a nasty surprise waiting for you at the end. Pick up the yellow key, and try not to move too far out whatever hexagon you're in, lest you get overwhelmed by a force which includes EIGHT (my fucking god) Pain Elementals. Returning to the Great Hall has opened several pillars, the two at the far end revealing some Cyberdemons I didn't have the ammo to spend (the secrets could've been telegraphed better to be honest because I only found the pillar with the invulnerability sphere). The room opened by the yellow door isn't worth commenting on, save that it's probably the reason why jumping is disabled because a linedef toward the center of the room opens a surrounding monster closet with two frickin' Arch-viles. Because I'm a scrub, I picked up the invulnerability sphere before this fight. Why is that a problem. Well, once you open the red door, you'll cross a bridge over lava that seems empty....until you get near

the end and find yourself BLOCKED by revenants. Let's just say that 1) you can teleport out of the lava and 2) mobs of Imps will also teleport in. See why waiting to grab the invulnerability might be a bad idea?

I could go on, but basically, the remainder of the level is you fighting off various ambushes, and some dickily placed chaingunners with just enough ammo to handle the opposition. There is that one area against the mountain you press against and find yourself trapped in a room with demons which doesn't count as a secret. The supercharger will probably be useful though. Really, the spare architecture inside the castle is the only serious problem here. This is a great map that you really ought to play.

[Vacated Premises](#)

by elio.exe

Playable in limit-removing ports, I believe this is supposed to be some kind of surreal dream summer lodge of sorts, though the prevalence of mish-mash techbase textures shows that the author didn't really feel like bothering with custom textures. That's fine though because the mish-mash is closer to something like a far-more restrained Tooasty than some 1994 mess. "Sign of Evil." is the chosen music track, and it works in conveying hopeless isolation.

Besides, you can easily imagine some of the locations. The building across the slime from where you start is like some janitor's shed, a couple of wing offices that have been corrupted (and murder committed in one case, and the final room has a blocked off front-desk with some cool-ass red symboling on the floor, a la Sigil or something.

The combat's kind of a mixed bag. For once, the mapper doesn't seem inclined to end with a Spider Mastermind and Cyberdemon and just settles for some awkwardly-placed massive teleporting waves in certain spots. If you end up finding enemies that are best dispatched with a rocket launcher, don't be afraid to leave the area in question and come back when you find it. You may well find yourself dispatching Arch-viles and Arachnotrons with a Shotgun, but don't worry, you'll find the Super Shotgun when you need it. Honestly, though, placing chaingun-

ners in the final room like was done was just wrong when your rocket finds one of many spectres which are stupidly hard to see in this room. That was the only real part of the map I actively disliked, though the teleporter waves were just flat out stupid. They can be handled though. Check this map out if you like the presence of slime because there is a lot of it.

[Feel the Burn](#)

by Clippy

Zdoom compatible. Frequent map tester Clippy turns in this effort. A track from Rise of the Triad called "Watz Next?" let's you know some serious shit is about to go down.

You start out in a lava-filled area that'll take 15 percent of your health every second you're in it. There are enclosures with demons locked up with bars which also hold weapons. You'll open these bars in the course of exploring the dirty caves of this level, after you've discovered the keys and found out where they can be used.

But it ain't easy. You're not exactly overloaded with ammo to take on some of your likely initial foes, which will likely include Barons of Hell, Hell Knights and sergeants and you don't exactly have lots of room to move around. Quite tense indeed, but I thought it was stupid that the key which allows you access to the rocket launcher (unless you can also find in one of the secrets I didn't bother looking for) is in a room with enemies begging to be dispatched in that manner.

All the same, if you're looking for a tense-ass map that doesn't push your patience too much, you could do with far worst.

[UAC Earth Base 2: Wrong Teleporter](#)

by Brass Knight

Skill support and compatible with limit-removing ports. A set of 4, essentially average maps of average difficulty, the first map is a techbase set in a mountainous backdrop with slime leaking everywhere, the second map's also a techbase, but more corrupted, while the 3rd is basically a joke map meant to kill you. For whatever reason, the last map is in the 31 slot, seemingly set in hell amidst some brown buildings

but kind of a fun romp as opposed to the claustrophobic combat of the preceding two maps. The author has their signature in the automap if you check which is actually quite common. Or maybe it's just a thanks-for-playing note. It has it's moments, though. The first map is a bit of a tense ammo-scrambler, while map 2 has challenges of its own. It was a decent play

[Lost Luxury](#)

by Alper003

I'm never going to be the world's biggest Hexen fan, but I know there are plenty of people that enjoy it, so I just thought it beneath me to not include (not to mention discriminatory: I've only really been avoiding Heretic because all of the ones released recently are marked 'beta')

So basically, you've got a vanilla-compatible wad containing a hub with 4 levels connecting to it, 2 secret levels whose entrances can be found hidden somewhere in the side levels and two boss stages. If you're playing on skills 4-5, the parts for a special weapon will be found within these secret levels. There are also keys hidden in spoke levels that unlock doors in other spoke levels. But I probably don't have to tell you this if you're familiar with Hexen. But I thought I should still summarize what you're in for.

The design was very solid and nice for the most part. The cavern map might have been slightly irritating but that may have been because there was no switch that opened anything in the hub. On the other hand, I really enjoyed the desert map. I don't know if there was any desert in the base game, but if not, it's a seriously cool addition. Exploration actually felt fun for once.

I can't think of any obvious flaws beyond the ones the base game have of looking for switches in obscure spots and dealing with masses of repetitive enemies with the same basic weapons that seem to beg for more RPG mechanics or something to spice it up. But as a fairly short set, I still enjoyed playing it. Just don't expect me to be too cognizant of nuances between this and other Hexen wads.

[Hell's Farthest Shore: Command Center](#)

by LordEntrOpy

GZDoom compatible with skill support. Oh wow, this map. This is actually the first map released in a proposed megawad and replaces E2M1, but it's pretty safe to say that if the other maps have even remotely half the ambition this one has (and with a 973 monster count, incredibly high for an Ultimate Doom map!), it'll never get finished so I'll use some space in the Wadazine to describe this here most humble attempt (well not really).

Think of the map essentially as a massive complex (it's probably smaller than XXXI Cybersky or something of that caliber, but it's still huge) set amidst a large collection of caverns, mountains and slime, with a decent chunk of techbase architectural wonders that have a smooth as opposed to a sharp-edged, grand look of some incredibly difficult wads (I'm thinking of Combat Shock here) which I guess is supposed to make it more resemble an actual place like a modern Doom map? All this is set against the backdrop of a reddish-pink skybox that probably comes from some megawad I haven't played yet.

You probably only have a general idea of what this map's about at this point. This is really best experienced yourself, but I can talk about a couple of aspects.

One, different sections of the level link to each other at several points. This level has essentially linear progression, but it isn't linear in the sense that you have a very limited path to progress on. It's very easy to go back to different sections if you want to go searching for secrets you've missed or something. And there's almost never just one path back.

Firstly, a surprising amount of the secrets are less about pushing discolored walls than exploring out-of-the-way locations, some of which will reveal what I can only describe as interdimensional locations that are like demonic shrines of sorts. In at least one case, you can find a hidden skull key. If you find all three of them, you can unlock the secret exit. I didn't though. I couldn't even be bothered to go back for the plasma rifle, even though I think I may have spotted it earlier behind a barrier. But I found less than half of the secrets, ultimately. Like, there was at least one portal to the other dimension

I know I skipped over, but at that point, it's clear I didn't have much left.

See, there are a couple of encounters where you'll REALLY wish you had a plasma rifle. The first one in the dark blue room where I think you can find the red key is quite small but isn't too bad. The second one where you hit a switch in a converted section of the base just across from a pillar containing a Supercharge you'll have to do some digging to access will cause Lost Souls to teleport in at scattered locations in this room, as well as the entrance to close off. Doesn't seem too bad initially, but probably 20 seconds later, the rest of the horde arrives. I died probably 4 times before I cleared this room and spent forever (2 minutes) trying to find the switch that opens the entrance before finding it. Does this open in the middle of the fight? Maybe.

That's certainly not the worst one though. At a certain point, you'll come across a middle computer area near the exit that you might assume hides a Spider Demon. After hitting a switch in another location that triggers an ambush in itself that requires some seriously judicious, well-timed rocket use before you can strafe your way back outside, this platform will lower, revealing a metric ton of rocket ammo, a Supercharge, and a...switch. Prepare to dread this one, folks, because in addition to the demons who spawn in the exit room, you'll have a ton of other enemies teleport behind you, including Cacodemons. And here, I REALLY wished I had my plasma rifle because of Cacodemons tendency to scatter when shot. Was this still incredibly fun? Yes, this, along with other slaughter situations, make this a map well worth checking out for modern classic Doomers, and earns a place as map of the month! But that mob of demons and 4 Barons of hell that teleport in when you hit the final switch seemed pointless. Perfectly forgivable though. While I'm unlikely to spend much time searching for secrets, this is a great level to do that in and is still one I can recommend wholeheartedly.

[Sideurgia](#)

by Cacodemon187

Plays in Boom and has skill support. Oddly enough, the music track used is "Sinister" which is actually pretty darn appropriate for a level with a maze-

like winding structure not unlike Halls of the Damned. Be sure to grab the shotgun from the small closet behind the first door you see, unless you like having a bad time. It's essentially an average techbase with vines growing in many places and signs of corruption here and there (the yellow key chamber for instance). The combat might get your blood pumping slightly in spots, but it's nothing veteran Doomers won't be able to handle. As a maze-like level though, it gets the job done with a grand total of 7 secrets. I only found 4 though, and I think some of them might be broken unless the switch that opens some of them is clear at the other end of the map. Too bad, the plasma rifle would've really helped in the last fight.

[The Door](#) by SCF

Ok, you may think this is some stupid joke wad, but boy, you would be wrong! Starting out with a Jimmytrack and a texture set drawing inspiration from Heretic, you'll soon find it's not so easy. Feel free to dub yourself Indiana Doomguy as you find yourself falling into various traps, trying and failing to reach the exit after acquiring various keys, and fight in a surprising variety of environments, from crumbling-down temples, to an impressive water fountain, to a large, green courtyard where the final apocalyptic battle (featuring TWO Arch-viles, located in towers at opposite ends!!) takes place. The combat as a rule is challenging, and you'll never feel completely safe. I died at least 10 times in the last one, but I loved it so much. Once you kill everything, you can push the lift at the same end you fell into the courtyard from, ride it up, and enter the doorway back to the now lava-soaked first room... and somehow leave. Ok, taking the teleporter which takes you back to the previous part of the map makes more sense but who cares. This kicks ass!

[Demonphobia](#) by Worriedidiot

Limit-removing compatible. Worriedidiot put all of his maps together to make his 16-map megawad. As some single-designer megawads can be, some of the maps and combat can be seriously bland. Still, the first map has some beautiful architecture carved out of the rock, while another one is a sort of abstract representation of a theater.

A rather serious problem is that you won't find a Super shotgun until maybe Map 10 and there, it's hidden in a secret(or maybe it isn't, but I didn't find it by the time I reached the exit). Hell Knights in particular make this annoying. The last map's idea of having you outrun a Cyberdemon through a maze os somewhat reminiscent of the last No Rest for the Living map, and is a serious combat highlight.

[DBP 33: Rainy Days in Casablanca](#) by Doomer Boards

Vanilla compatible. I'm ashamed to say it, but I only made a definitive decision to play a DBP last week. I'd been meaning to since the beginning of this year, but I had to get through so much else, I guess I was just thinking I'd wait til I'd completed another megawad or two. Finally though, I decided the newstuff would not be complete if I didn't review this (but don't count on one for 32 because I'd rather not play 3 DBPs in 3 weeks and tomatoes are stupid anyway). And I'm glad I did!

DBP seems to be built around the custom textures that the Project Lead (Joe-Ilya normally, I think) makes or just pulls out of Internet image archives that all contain a certain theme. This month's theme is "noir." Prepare to feel that you've entered a Tom Waits song or Raymond Chandler novel because we're headed to the mean streets of Chicago, in living black and white(as Calvin's dad in Calvin and Hobbes once said, the world didn't turn color until 1930)! Appropriately, the soundtrack is composed of lounge jazz numbers pulled from some public domain site. Prepare to dance and enjoy the glamour! While I don't believe anyone's ever bothered writing a story for any DBP(not true as it turns out), I like to think it's some combination of Eternal Doom and TimeSplitters. Though you then have to explain why the demons have infiltrated 1930s Chicago other than that it provides a prime beachhead to invade the future.....I think I'm understanding why no one bothers with story now: it hardly sounds better than the plot of the last episode of Duke Nukem 1. :p)

But it does such a good job with it's setting. You have shotgun guys dressed in suits like the Mafiosi they probably are. You've got Imps with wings you know don't go to heaven where the angels

fly in this hotbed of sin and libation. You even have Arch-viles reskinned with a red color and given horns atop their pretty and seductive heads. In all honesty, they'll probably wreck your shit a few times at the first map's end. This doesn't begin to get into the old-timey phone booths(one of which had your appropriate first encounter with a flying imp), the docks, the little grocery stores and other places you'd associate with Al Capone. The only thing missing was a tommy gun. For shame, Joe-Ilya....You do get a flamethrower though, which replaces the plasma rifle and feels very much fun to use.

There are five total levels. Each one of them is centered around a different area. The blandest, Map 01, has you traveling through a warehouse and sewers to find the key to the nightclub. You then have to find the key which allows you to exit the map by pressing against some slot machines. It's pretty neat how pressing the wrong ones just makes other monsters teleport in. I HATED this room with a passion because trying to fight off a stage arch-vile and arachnotron pair from behind a curtain on the side is a Scykka/Charybdis situation. Map 02 has the coolest moment of the project when you're inside the casino and run into Imps serving drinks and a Revenant lounge singer. The missed scripting opportunities still break my heart. You just have to press some stuff where things happen to lower the red key platform which lower invisible walls amongst all the enemies.

You'll probably laugh when I tell you that I was expecting a coffee break type of set where you could kick back and have fun, because I was so wrong, holy shit. Enemies start out fairly easy for the most part but they're placed in such a way, you'll really have to mind your Ps and Qs and not charge stupidly anywhere. In the first map, you don't have lots of shotgun ammo at least until you enter the club, so literally every shot count.

From there, the difficulty of enemy encounters ramps up, though there is a certain inconsistency to how they're set up. There were sections of 40oz's contribution where he seemed basically on autopilot. Bearinthewoods' map apparently used to be much easier but there's health and ammo lying literally everywhere so you have lots of room

to play like complete shit. Don't fret too much, the final showdown in the last map is a finale everyone should like, and it might be the hardest fight in DBP33. You can crush the Cyberdemon, yes, but you might find reaching the switch which does that to be too much trouble because of the arch-vile pair guarding it. And with that Chicago has been saved, and we go on to... some place with lights I guess

[Septic Initiation](#)

by evil_scientist

GZDoom compatible and fairly obvious starter map, but brimming with inspiration and commitment to its theme. You start out in a sewage tunnel, which almost makes it seem like a joke map at first until you realize this a gajillion times better than something like E1M10 from the Xbox version of Ultimate doom (a map I might add was originally in Maximum Doom). There are spots where the walls are broken, revealing some fairly intricate caverns. There are several spots where septicage is indeed leaking, one particularly notable example being the large room with the leaky tanks, with one of the tanks containing a demon and a hidden super shotgun you can see from the nearby ledge. Something particularly cool is after you pick up the blue key and backtrack, the area just in front of the yellow door will have caved in. Some may bitch the secrets are too obvious, but the only one that seemed stupid was the secret blue door in the room with the leaky sewage, pinky and two zombies. Otherwise, the combat's basically what an average early Doom II map should be, with the only Doom II foes being what I believe is a solitary chaingunner. The process to reach the exit requires a rather stupid bit of backtracking to a rather remote corner of the map, but that's the only thing I really disliked about this map.

[Elevated Response](#)

by LVENdead

Made for GZDoom. A map with a cool-ass sunset, and some cool twilight-lighting, it catches your eye easily with a certain knack for detail. There's an blue room to the left of where you enter the main base that makes me think of a break room or something. I especially liked the vines on the ledges surrounding the central tower and the waterfall/pools on the southern side of

the map. It's also somewhat nonlinear, though there's really only one way to go if you're trying to progress. Combat is for the most part laid-back, with the only serious challenge coming at the end, Hope you picked up the rocket launcher on the south side of the main building. And make them count too. Revenants and Pain Elementals are never easy to counter, but there's just enough at the end to give you pause.

[Arch-aeology](#)

by Kyukon

Limit-Removing. A map clearly drawing inspiration from Plutonia with the vine-covered walls and challenging enemy placement, this moderately difficult 121-monster map nevertheless doesn't feel like a Casali creation because the level has a looser construction. Still more of a jungle than Congo and Aztec could ever dream of being! The combat's quite fun and interesting which it should be when "Shawn's Got the Shotgun" is the music used(not the most appropriate, imo). The Arch-vile at the other end of the courtyard where the Super Shotgun's located will teleport away when you shoot in their direction, but supposedly, it's possible to snipe at them without that happening. It'll take less than 5 to find them, so it's not that big of a deal. You'll be pretty starved for ammo at first but things start to look up once you enter the courtyard (and perhaps find more secrets than I did). I've played much harder maps, but this one definitely keeps you on your toes. Only thing that kind of sucks is certain indoor areas being dark for basically no reason. I like the blue key ambush where you're greeted by an arachnotron and you're ambushed by Revenants as you move in.

[Troubled](#)

by A.o.D.

Gzdoom compatible. A map that takes place at a hydroponics facility located inside a dam. I'm not sure about a dam but the nighttime skybox texture you can see through the windows on the sides of the hallway leading from your starting location is absolutely beautiful. There are also some strong set pieces, such as a couple of small leaky tanks in the room you'll find a Supershotgun on the easiest skill level and most notable, a giant room with a crane that transforms into a textural morass when you hit a switch in a nearby room.

Now we get to the combat. On all skills except for the easiest one, you'll have no other weapon or manner of operating the machinery other than your fists. It's you versus 74 Revenants. I definitely don't have either the skill or the patience to play the intended way, (especially when you don't even get a berserk pack right away) but that's ok, the scripts that pop up every so often are hilarious. It's a pretty neat trick how you're trapped in dramatic fashion in your first couple of encounters. At the very end, a Cyberdemon is thrown in for no particular reason. Killing him will reveal the exit switch. A fun little side activity if you like punchy maps, I suppose

[Underground Rats](#)

by Roofi

Limit-removing. Roofi's a relative newcomer to the Doom community, with his first contributions consisting of four maps for the 3rd Heures 'd Agonie French community megawad. I can't really speak to those or to any of the collections/solo outings he released, but I can speak to his skills in 180 Minutes Pour Vivre in the creation of that megawad's most strikingly thematical maps. In early 2021, he dropped TWO maps that must have been fairly time-consuming to create. This is

Underground Rats is unfortunately not much to speak of architecturally consisting, largely consisting of wooden fortress and stone cavern textures. The action is something else however. The blatantly melodic-metal style track by yet another obscure Doomworld musician is some top-quality stuff that sounds like it's had an actual live performance. The two hell knights who greet you at the beginning in the relatively small room sort of set the tone for the rest of the level. The berserk pack encourages you to punch them, but I'm not really skilled in fisticuffs so I just used the shotgun. Don't worry though. While it's not like there's boxes of ammo everywhere, Roofi takes care of you. If you push some part of the wall in a small office, you'll even reveal some backpacks, which aren't really mandatory, but definitely give some breathing room regarding your need to scramble around for more rockets and giving up your advantage in certain cases.

As the 'story' says, you're basically clearing out the rats from the underground, and that's mostly the case, save for the somewhat more open areas where you find the keys, but these are naturally much harder than the connecting areas. I don't think it quite measures up to a Wilou84 map in the difficulty map, but on the other hand, Roofi has a strange fondness for arch-vile pairs, regardless of intelligent placing, so you'll have to deal with that. The final stretch is probably the hardest, not just because of enemy number but because you don't have much room to maneuver, despite the enemies basically being in reach. The final showdown with the Cyberdemon and a BFG sitting in front of the exit is so satisfying after the chaos of the preceding hallway. Thank you Roofi, for another kickass map.

[Sanguine Cybermancy](#)

by Xulgonoth

Limit-removing- A map reportedly rejected from PRCP2 because it was not fun, I found myself wondering why a confirmed sadist like Joshy would decide a map doesn't pass muster. Well, it's best experienced yourself. I looked through the thread on Doomworld and concluded it would be less frustrating if I played on HMP and I was only half-right.

Visually, it's quite striking, and does a great job establishing a toned-down version of Plutonia's darker shades. The exit room is comprises of blood falls and has an interesting variant on the pea-soup green baron icon you see on walls throughout the level. The starting area has an architecturally impressive wheel shape, with locked-away Cyberdemons at the edge of each spoke. Unfortunately, every blood red area will sap 10 health per second, which is somewhat toleable on HMP, but UV is.....But anyways, the blue key is stuck in the middle of a quad of Mancubi. Unfortunately, the level is shaped in such a way that it's impossible to dodge their fireballs with luck, so the only thing that saves you is picking up the invisible berserk packs scattered throughout this room. What's more, you have Hell Knights to contend with.

The yellow key room, if anything, is worst. In addition to hell knights teleporting in on both sides of you, you

have chaingunners shooting at you from side alcoves that'll constantly be resurrected by arch-viles when killed. The only way to raise the lifts and reach the other side is by pressing a switch on the left side of the central structure facing in the direction of the yellow key. And you also have pinkies to contend with on UV

After this, the red key room may not have been such a big deal and is a somewhat neat place due to the dome-like ceiling, other than Cyberdemons teleporting in when you collect the key on UV. Otherwise, it's just lots of Arch-viles that may tax your ammo severely. Anyways, use the keys to hit certain switches located in a band surrounding the central arena to release a cyberdemon at a time, and eventually open the exit. I'm not sure. Too many stupid fights for me to enjoy.

[21st Century Comedy: The Mod](#)

by Give Me Ya Pretzels

Give Me Ya Pretzels submits yet another mod, though probably not as worthy of your consideration as Magnum Opus. Essentially all the monster and weapon noises have been replaced, along with a couple fo your weapons. No BFG and Plasma Rifle for you! The chaingun now sounds like a low-fi version of something in a cheesy action movie. The sound effect where you wall-hump has been replaced with some ridiculous screaming that'll eliminate your desire to wall-hump forever. The sound samples are largely too lo-fi to make out what they're saying except when they are said in multiples. Essentially, they're childish, though I snorted a little at what the Revenants say when they spot you, something about lobsters. I did have to chuckle at the sound effect you hear when a demon attacks them, as the metallic bumping kind of reflects what it's like to navigate around them at times. The banjo that plays when a Baron dies is also kind of funny. I guess you could say this mod misses as much as it hits though.

[Lair of Evil](#)

by Csuckskos

Slaughtermap with limited, but striking, visuals and presentation. Ammo is very limited. Will probably frustrate first-timers.

[Lullaby](#)

by Danlex

I've seen talk of this map is relationship to the Cacowards which should probably tell you something. Yes, this map is an an incredible treat for the eyes, but combat's not exactly neglected. I somehow doubt it'll win, for reasons I'll eventually get to, but this is an absolute joy to explore and make your way through.

The title screen is the mark of a mod determined to make an impression. With the title in a sky-blue, unobtrusive font whilst the song that plays in the opening of Alundra (a Zelda clone I've played through on PSN some years back) blares through your speakers.

There's no story. You're just immediately cast into the action inside a shed where a marine sleeps and a shockingly unusual Jimmytrack plays. Who is the marine? You? Your friend. That doesn't matter because you'll leave your opening shed and find yourself gazing at probably the most beautiful visage you'll see in Doom this year. I hope you don't hate light blue because you're gonna be seeing a lot of it. Light-blue, mixed with black are the map's primary visual themes. Of course, this WAD wouldn't in talk for a Cacoward if this was limited to wall textures. There are also stars, straight out of Super Mario or basically any game with a childlike, dreamy, atmosphere which the music can only punctuate. When these stars have a certain placement in the walls, they function as teleporters, as you'll soon discover.

Anyways, navigate a platform puzzle particularly annoying to speedrunners and be greeted at the castle entrance by two Hell Knights. Charge one of them somewhat or risk falling into the void and teleported to the start of the platform section. When they're both down, take the teleporter into the castle.

After clearing out the enemies in the mezzanine, you'll have three separate areas you can go. But please, don't be me for the love of god and miss the plasma rifle/rocket launcher hanging on separate platforms and find youself idclipping to get back. Did I say this wad wasn't perfect?

Essentially, in each of these areas, you'll enter a large room with a Supercharge. Push a switch somewhere inside the room and the way back'll be blocked, another way will be opened, and you'll probably be greeted by sizable ambushes before you have time to discover these facts. Anyways, continue on, and you'll see a teleport gate with a corresponding key marker, marking the key you'll find in the area you teleport to.

Each of these areas are largely distinct. Two of them take place in outdoor areas, one having a Spider Mastermind in the middle, and one containing Cyberdemons in these cute balls on the edges. Collecting the keys in each of these areas will cause them to awaken and several enemies, including clouds of Cacodemons to teleport in. It's particularly nasty in the case of the Mastermind, and I died probably seven times whilst trying to find a consistent strategy to thin out the cloud, which I sort of failed at, but still cleared nonetheless. I can only say you'll be switching between your plasma rifle and rocket launcher is out.

The red key area, on the other hand, is set inside a beautiful crystal mine, but is no less dangerous for you. There are no Masterminds or Cyberdemons, but there are 2 Pain Elementals and 4 Arch-viles that will teleport out of their beautiful blue prisons when you pick up the red key.

Before I forget, let's talk about the ammo balance. It's everywhere, but you really don't have much to waste. Use your common sense to determine where infighting can be best utilized.

Anyways when you have every skull key push the switch, and find yourself in an grand area that screams final room with a BFG and Invulnerability sphere locked inside an empty blur container. Unfortunately, this is one of the worst things about the level. The key cards are all locked away in secrets that are not easy to find or access at all. After finding only the blue key after 20 minutes of searching, I decided I was better off idkfa because the visual clues are largely to subtle for me to pick up on.

The final fight is worthy. By the time the Invulnerability Sphere has exhausted itself, you should be able to largely

move around. Hopefully, the Arch-vile is down. If not, kill them first and mop up the rest of the enemies. Try to have the Cyberdemons kill them if you want to have enough cells for them. Finish that, press the switch newly revealed and step into the exit and watch the scene slowly fade out. Another day in paradise.

This is a great map, on the other hand, it does have flaws that were easily avoidable.

[Ventose](#)

by Roofi

So named because the final improvements were finished in the month of (S)March, Ventose is a very interesting map. Architecturally, the visuals aren't hugely distinctive, but the way Roofi uses them is something else. You traipse through a largely-corrupted but also incredibly worn-out techbase, to the extent that slime is collecting in the lower caverns from....not important it seems like. The beautiful and haunting melody that was unfortunately written by someone we'll say felt entitled to whatever beauty he desired, is the perfect soundtrack to wandering through an environment seemingly overtaken by nature. Vine towers that you see from your gazes outside throughout the level heighten the otherworldly feel that Roofi was able to achieve through vanilla textures. As you approach the tower at the end, you see that it has become corrupted completely, with especially notable use of flesh textures.

Don't be mistaken though. Roofi is no Eternal, if you haven't guessed from the Cyberdemon locked away and facing away from you behind you starting location, and you're definitely going to want to watch your step throughout much of the level. His surprisingly strong utilization of OG Doom monsters keeps the tension up without spamming you with Barons, even though there may be lots of them. There are 2 Cyberdemons that'll be a perpetual threat to you for much of the map. One should be avoided until you get around 200 cells. Let's hope you don't approach him through the silver hallway leading up to him. It's so tedious killing him. Honestly, tedium can't be avoided or minimized here because you're not gonna have much room to shoot him, even if you drop down to the room below. The oth-

er Cyberdemon that you'll see outside not far from the start can eventually be crushed. Good thing too because he's just below a point on the ledge behind the first Cyberdemon that you should be accessing shortly if you haven't already.

Because this is an incredibly confusing level. When you reach a certain point, you'll have a decision on which order you'll want to approach the branching paths. That's fine, but what isn't is the fact that there are points where one switch will activate something in a completely different area of the map. It's nice that Roofi tries to link different areas of the map, but these links aren't necessarily between anything that's critically important.

One more thing to note is that you'll be doing lots, and I mean LOTS of strafing. If you hate strafing, play another map because Roofi seems absolutely FIXATED on it here. Generally, though not always, the harder runs will lead to secrets. But the very fact you have to strafe run to make progress at certain points is.... presuming you've had a certain experience with Doom at the very least. In any case, required strafing is not intelligent level design

Understand that I appreciate all the effort Roofi put into this. It's just that if you want to make a map like this, you want to make sure to avoid the crypticness whenever possible. It was especially strange that I had around 100 monsters still alive when I reached the exit. Maybe if I was willing to poke around a little bit at the secrets, I'd have more success, but some of the shootable switches are in some seriously obscure places. Oh well.

[Plutonia 7](#)

by DoomTheRobot & General Roast-erock

Joke megawad released for April Fools that not only parodies Plutonia (in the first 2 maps with occasional returns to the theme in later maps) but also Mt.Pain/Go2it in Map 32, Hell Revealed (other than the whole Baron spam thing, somehow), damaging floors, various mapping conventions noted in amateurs, pain floors, object placement, Duke 3D, and ridiculous over scaling. Some of the maps are surprisingly well-made, and when a

map is blatant trash, you can tell that was the intention. Arch-viles all dying in the Hunted tribute is a nice twist. Oh, and you should avoid pistol starting maps after a certain point and idqdd certain maps because many are intentionally impossible. Map 04 (Jon is Fucking(You)) where you're circling through a river of blood whilst being attacked by Pain Elementals and Cyberdemons was one of the funniest (I don't believe you can finish without nocliping, but I might've missed something). A new Mock 2: Speed of Stupid in some ways? You bet your damn life! This is long overdue!

[Floppy Drive](#)

Wad that replaces the plasma rifle with a hard drive that shoots out Windows 95 icons. The sounds where you equip and put it away are kind of funny, but the value of the firing sound quickly wears off.

[Isle of Death](#)

by Manical Robot

Limit-removing For his third outing, Manical Robot hits it out of the park! Utilizing his established talent for scale yet again, the setting is a massive red island in the middle of a sea of blood. You're constantly assaulted by Imps from the various ledges, and while you can kill some with the chaingun you find relatively quickly, some will be out of reach for the moment. There are also sorts of little crevasses, crags, ledges, and rock outcroppings, along with oth-

er such landmarks highly reminiscent of a trip to the coast.

This map isn't terribly difficult. You can grab a super shotgun from the ledge behind your starting location (and behind the locked-away exit) and Megaspheles are certainly more plentiful than they should be. While I can see why there's one located behind the rocket launcher location that triggers a Revenant ambush when you enter said sector it's found, you can't really withstand this grouping if you haven't found the BFG9000 at this point (on a ledge with a Manicubus behind you on the way up), and in any case, you'll have to scramble downhill anyway if you don't want to die, so that just...felt a little birt weird.

Still mountain exploring's always cool and while there are zero puzzles to be had, this is a nice ride. Manical Robot should really post his maps on idgames

[Arcane Archive](#)

by Orchsbreath

Vanilla-compatible. A techbase with some flesh walls sprinkled throughout and an EXTREMELY hairy beginning. I died 3 times before I could progress out of the starting room, and my health was low for much of the rest of the map. The thing which stands out the most to me is the vast quantity of Cacodemons. Wherever there's a corner, a gap under a set of crates or in some other obscure spot, they always seem to be lurking. If you find the secret

chainsaw that is unlocked by a switch, you'll have plenty of ammo. Rather sadistically, the rocket launcher is located not far from an Arch-vile, but a Spectre placed between y'all thwarts your immediate plans, and you'll likely be shooting at the Arch-vile mostly with your trusty SS. But of course, you better hope the Mainicubi don't get you, which they may not as they are at the other end of the room, but you'll still be worried about them. The straferun to grab the megaarmor in the nearby room is tricky, but you'll thank yourself for grabbing it. E2M4 music seems too laid-back for the pressure exerted on you throughout. Did I mention you'll want to grab the ammo cache near the exit because an Arch-vile and possibly some other enemies teleport in when you get the last key?

[Mount Promethei](#)

by Esbroh

GZDoom-designed. Starter weapons won't appear in PrBoom. The first map released in a proposed miniwad Mt. Promethei takes place in a high mountain setting which transitions from a natural to a techbase setting. Fun but short, there are some cool details, like two of the keycards seeming to be protected by electricity, a shining rocket launcher, and an open-air office, complete with a file cabinet structure. Cool jazz-fusion song underscores all this.



[Resurgence](#)

by maddieofdoom

Zdoom compatible, though it could probably be vanilla with minor tweaking. Maddie's first map in some years. In many ways, it's the mark a mapper with a fairly loose grasp on the fundamentals, if the strangely coherent mess of techbase textures and the first trap which opens very slowly a demonic cave is any indication. It is a healthy challenge though, with hints that Maddie could've gone much harder if she wanted to. The secrets are also nice in that early map way.

[Hilltop Cemetery](#)

by Voxelvoid

GZDoom compatible. Excellent little map with a strong sense of setting. The Blood references in the script are hilarious, their second-hand nature similar to someone referencing Shia LaBeouf's rage-y rendition of the old Nike motto. You fight a Spider Mastermind at the end in quite a small space that's still easy to dodge and weave through. The hardest fight was probably the Revenants in the first large collection of tombstones.

[Nelli](#)

by Austro Doomer

Boom-compatible and replaces E2M3. Whoa Nelli, this is one claustrophobic level in spots! Expect to take heavy damage, though the strange secrets may help. I only was able to open 3 of them. Does have a nasty habit of switches opening things at other ends of the level, but it's not huge so it's not as important as it would be. Ammo's kind of tight though, so little hint: the switch which lowers the boxes with the berserk pack is located in a secret passage off the courtyard. I never found out how to get the plasma rifle though. There are a few sadistic tricks this map pulls on you. The camera that shows the base's outside is kind of nice though.

[Fool's Penance](#)

by mrthejoshmon

Boom compatible and replaced Map 01 of TNT. Instead of the pistol, you get a weapon that I assume is something equivalent to the Sig-Cow from the Doom novels (carried by all the zombiemens, it seems) that has roughly

the same amount of power. A submachine gun also appears as a welcome replacement for the chaingun. Unfortunately, ammo is quite tight initially, so you may have a hard time unless you find the shotgun which isn't too difficult. Nasty teleport ambushes await, though you'll probably be able to handle most of them. The yellow key ambush is quite intense, at least due in part to the hitscanners. Speaking of that, that area's portrayal of a prison gate has some seriously nice visuals and feels quite TNT-esque in its detail.

[Crud](#)

by Moustachio

Boom-compatible Surprisingly solid 4-map set, complete with a custom title screen and color scheme, along with some of Mark Klem's most upbeat tracks. Starts out easy, but slowly ramps up to the point I was using saves by the last map, as stops leaning on predictable traps and starts using enemies to maximum effectiveness. One of the last fights takes place on city streets and involves a Spider Mastermind. And the author really likes using Archviles for some reason. Visually, it's really nothing special(so much brown brick), but suits the size of the largely small map size well.

[Tribute to the Lamplighter](#)

by Judge Deadd

Set, essentially in a complex that's a mix of demonic and techbase textures floating in the lighted brown sky, with an awesomely space-y track accompanying it. And it's a real ballbuster, thanks to the relative claustrophobia of the first two massive teleport ambushes. You're essentially traveling around this place in a circle, and you're given enough supplies to handle threats generally. The last fight is an insanely difficult contest reminiscent of something in a Wilou84 map in its unforgiving, stuffed-to-the-wall nature. I'm not sure why I prevailed after about half a dozen deaths, save that enough of the Hell Knights and Revenants moved out of the way. I of course, saved in the middle, because I'm too terrible at this sort of thing to do otherwise.

[Land of the Imps](#)

by Valhen

I'm not entirely certain why a 100-percent techbase level is referred to as a

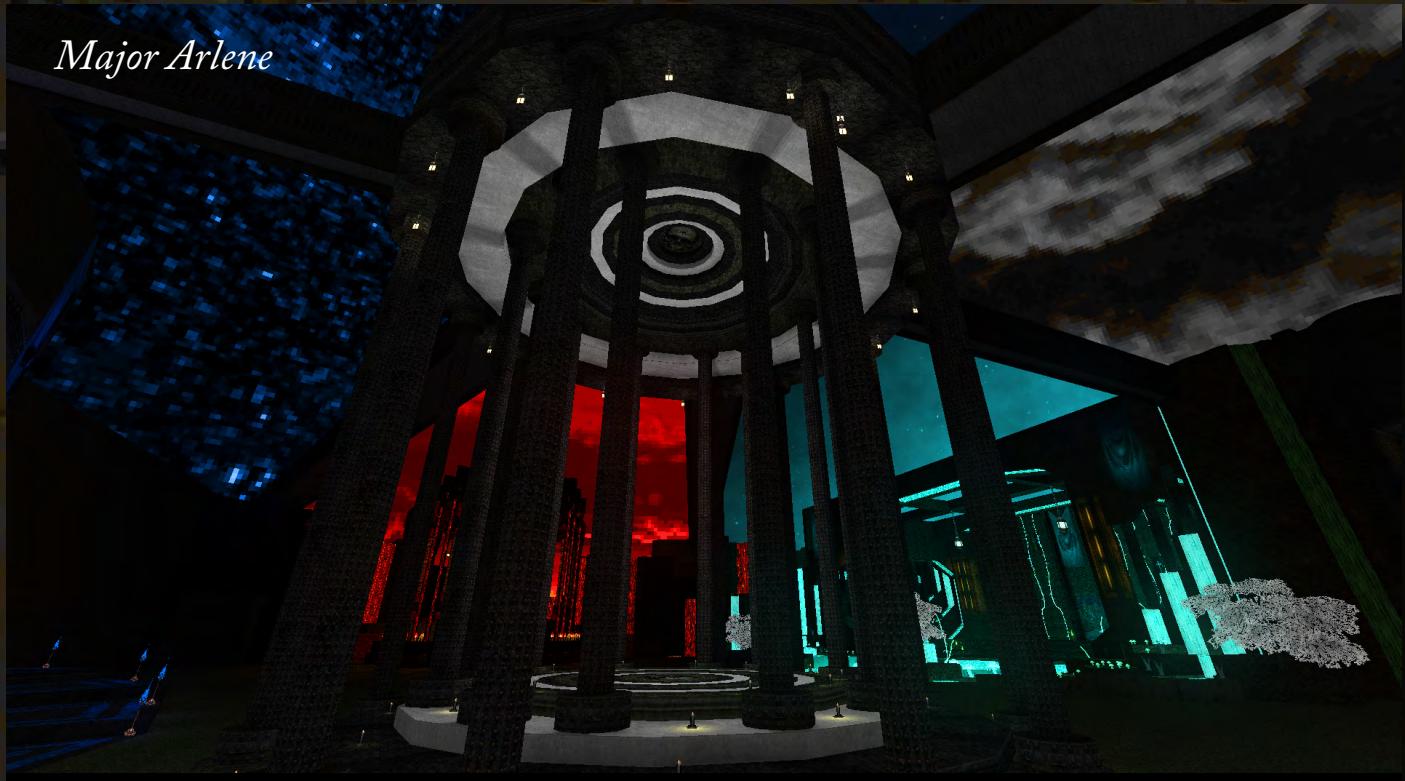
land, though the Imps part is certainly, despite not necessarily comprising an overwhelming percentage of the enemy count. The Realm667 Imp that shoots blue lightning from its hands is used quite prominently here. Visually, this is a very striking map, with the large pipes in the starting room seeming to emit something that looks like lava (and probably is) but I'm just gonna call molten liquid because the UAC isn't gonna have literal frickin' lava pumped through the base when they can just extract the geothermal energy without the potentially dangerous reality of the pipes bursting. There are also some large slime pools at certain points. I liked the ambush behind the yellow key door that starts when you press a switch and revealing more of the room, eventually creating a large courtyard. There are folks that'll find this annoying, but it wasn't too bad. Not as hard as something like Dead by Lamplight but will keep you on your toes.

[Night on the Sauce](#)

by PurityControl

Zdoom compatible. Let's conclude this one with a banger (and unlike Lullaby, actually on idgames. Believe me, I checked!!) Night on the Sauce won't exactly pummel you in the gameplay department, but the atmosphere's a different story. You start out in the cabin of a ship hearing the tune of a creepy, mysterious track. You've got to make your way off the ship, which is a highly claustrophobic environment. Thankfully, you don't really get difficult monsters off the bat, and you traipse through such locales as a kitchen, galley, freezer, and a bridge. At a certain point, you'll meet the Manicubi and the Revenants, but you should have the firepower to handle them. You'll also be making occasional trips off the ship onto the....tundra for some reason(is this the HMS Terror?)...to get keys and pull switches. The final area will see you climbing a mountain and battling Hell Knights and at least 1 Baron of Hell. You've got a decent amount of room though so it shouldn't be too hard. When all is said and done, you'll fight a Cyberdemon, whose position will likely give you a headache, but you can take him.

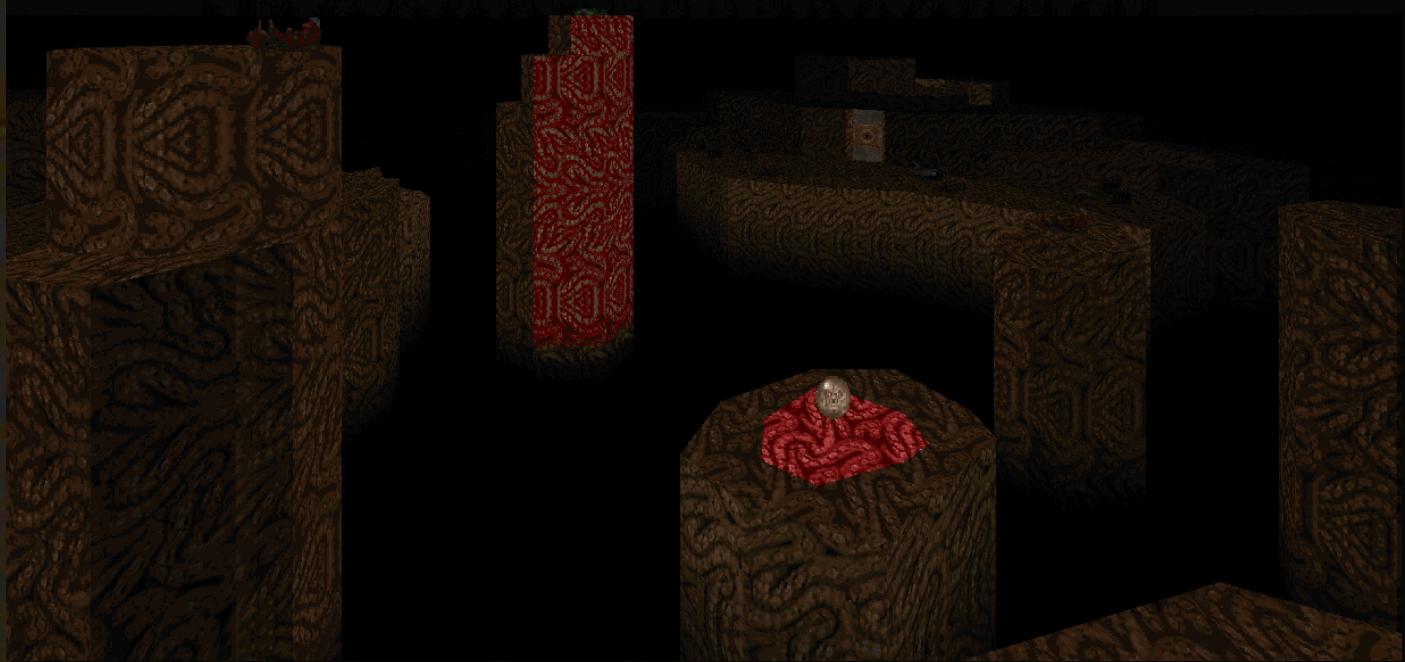
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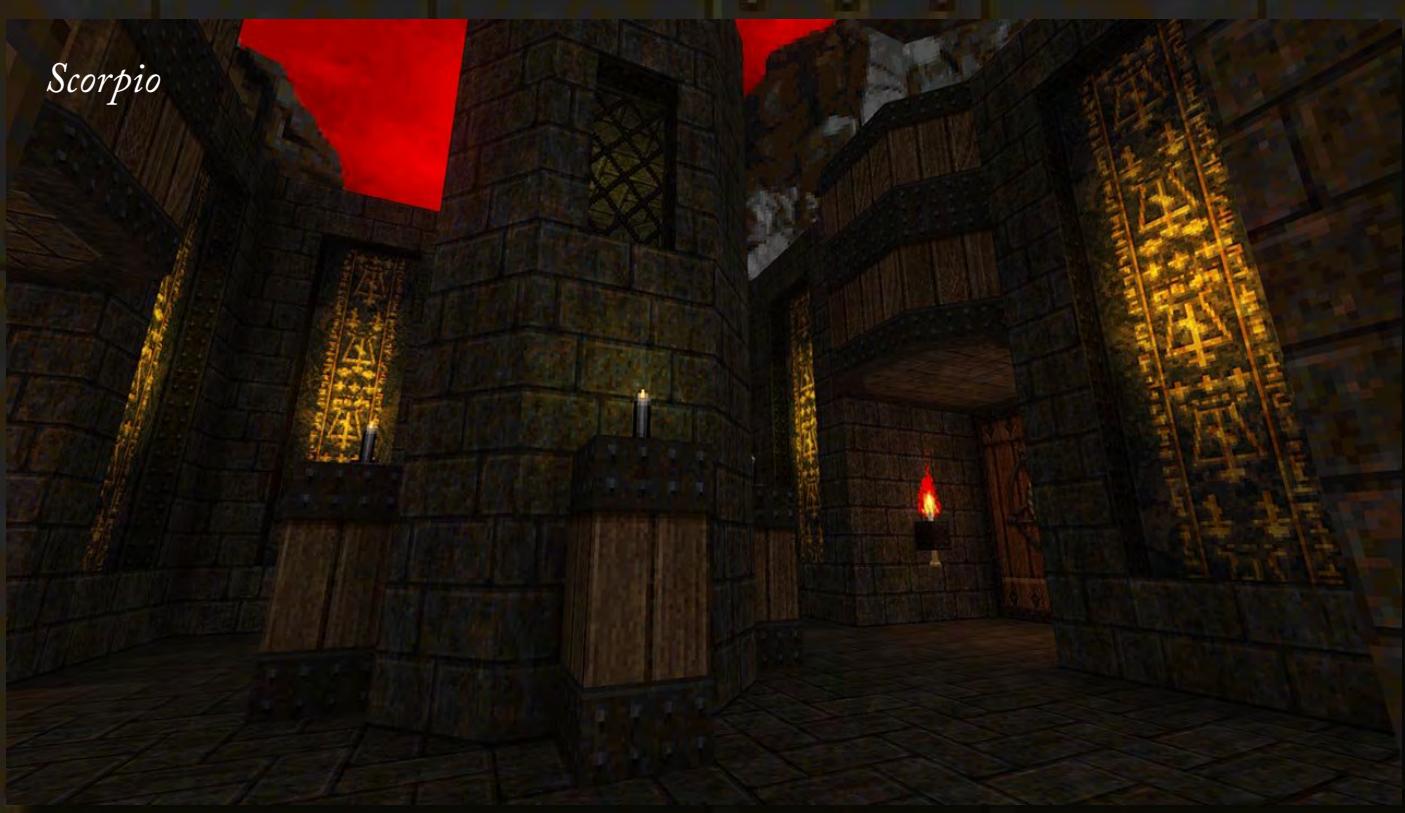
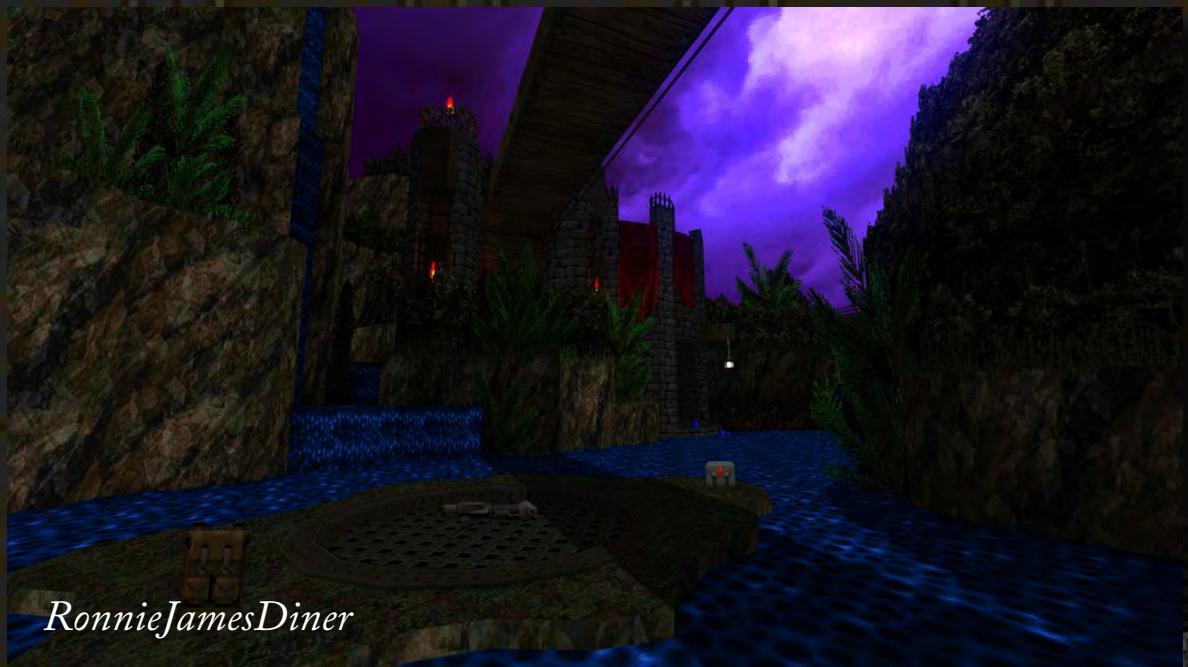


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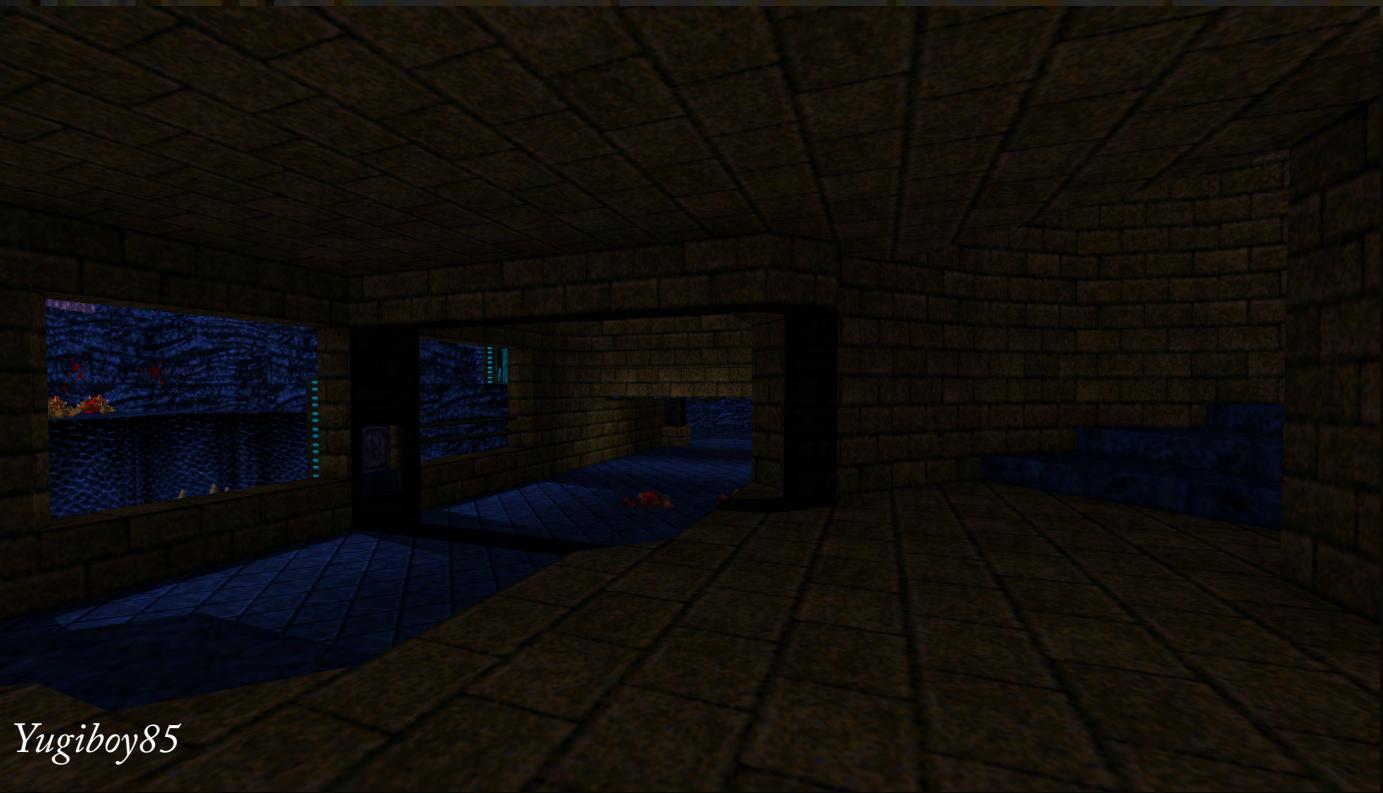




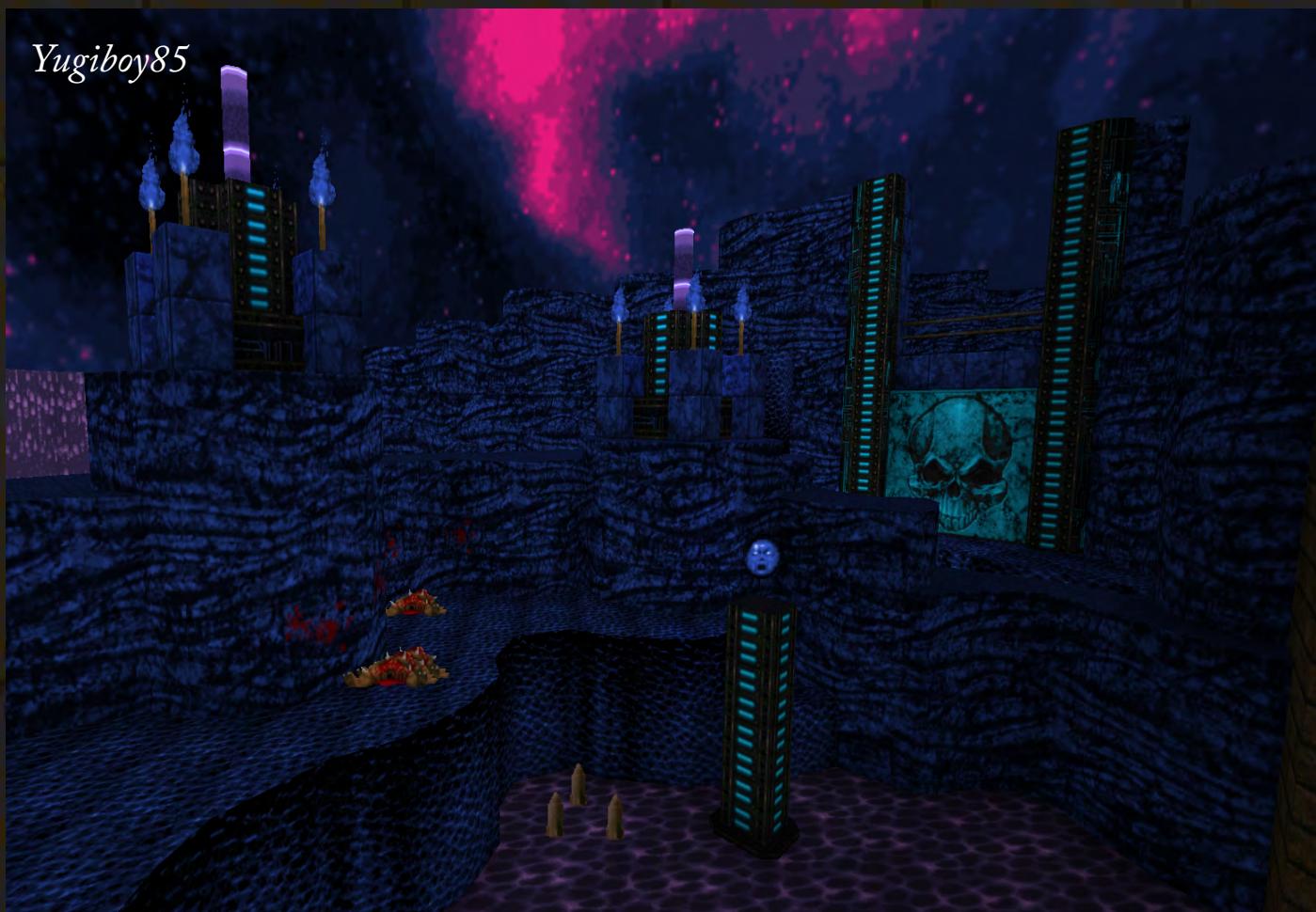
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Gaia74



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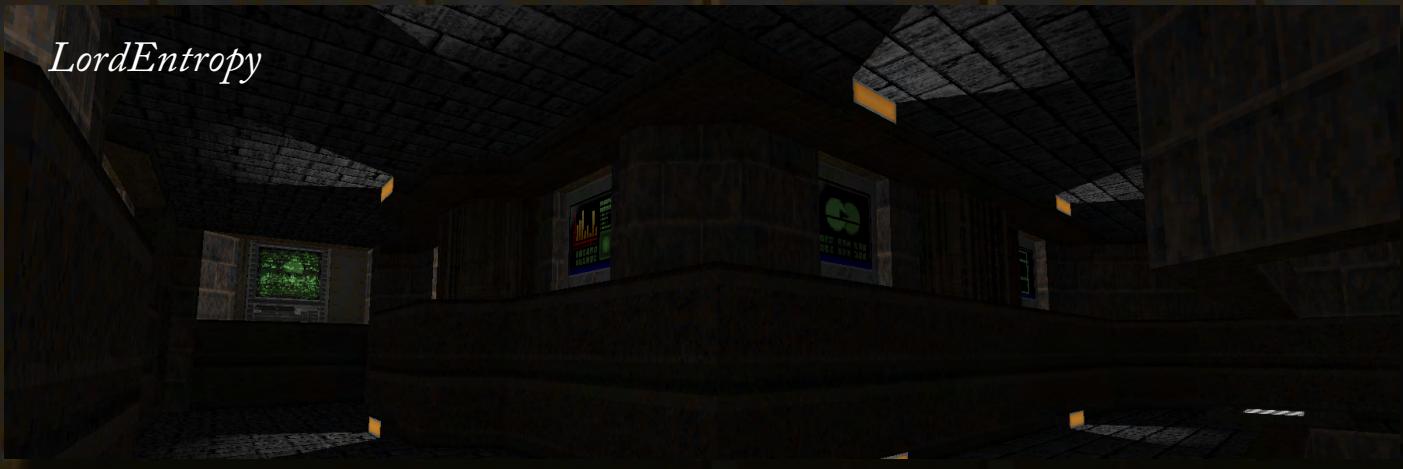
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BridgeBurner56



LordEntropy



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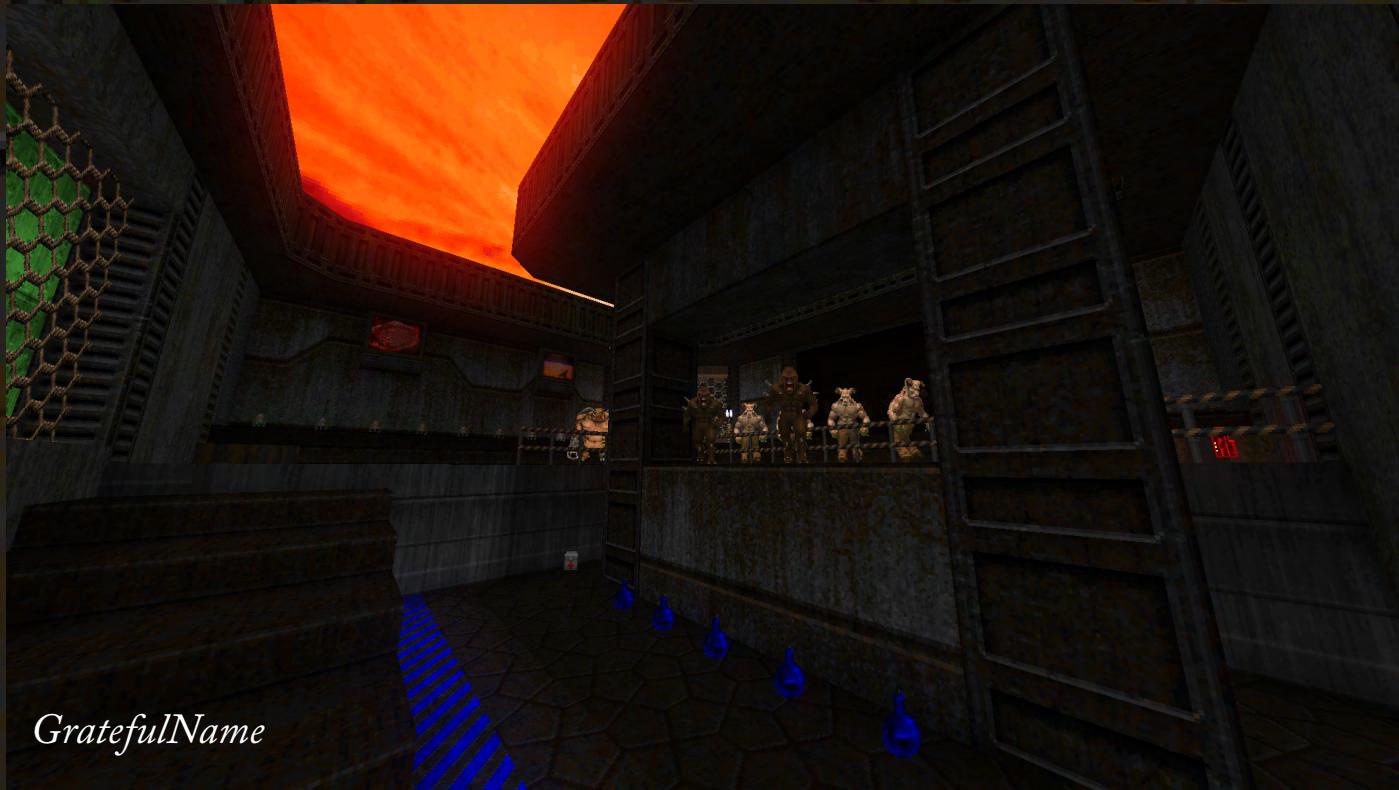


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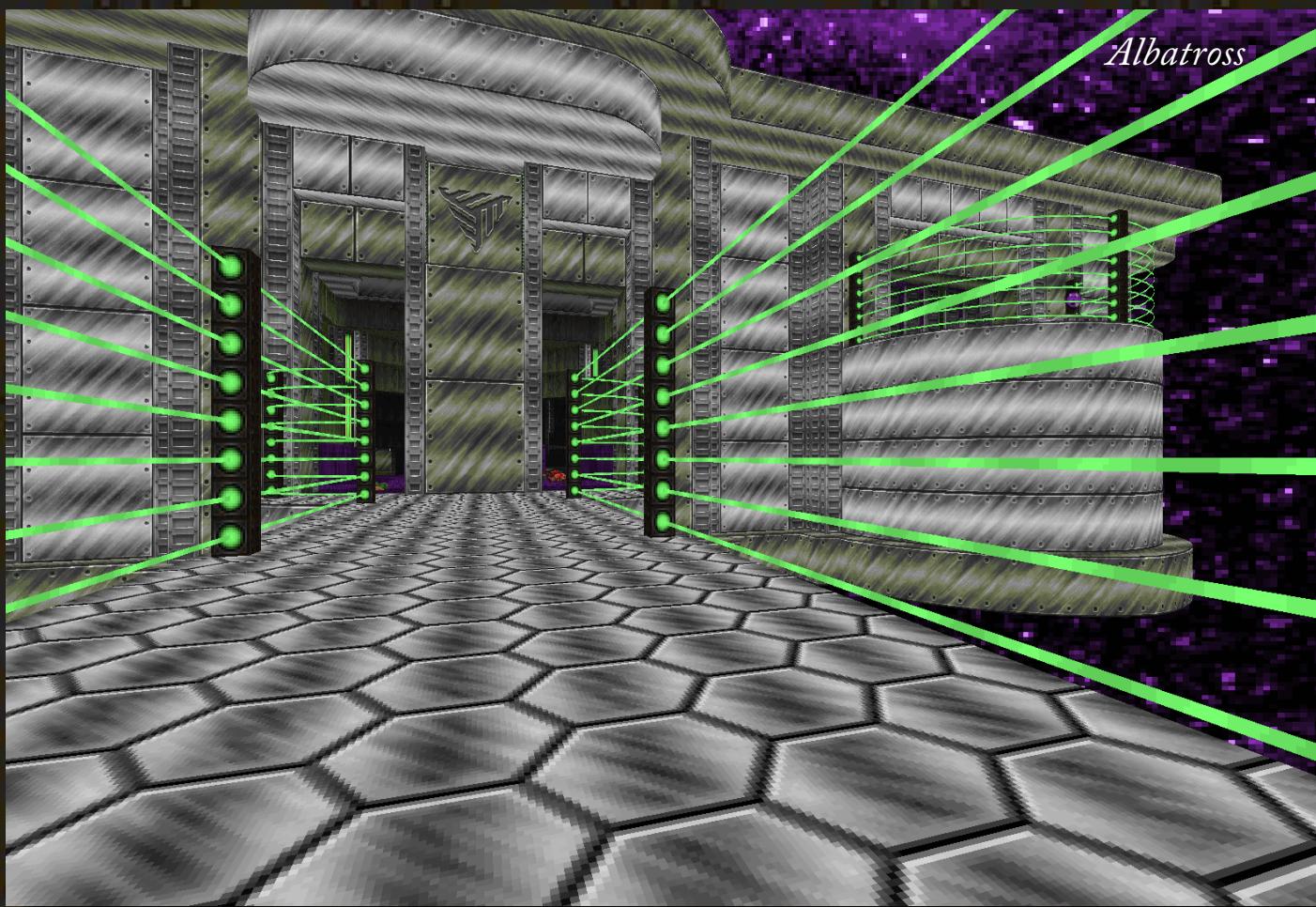


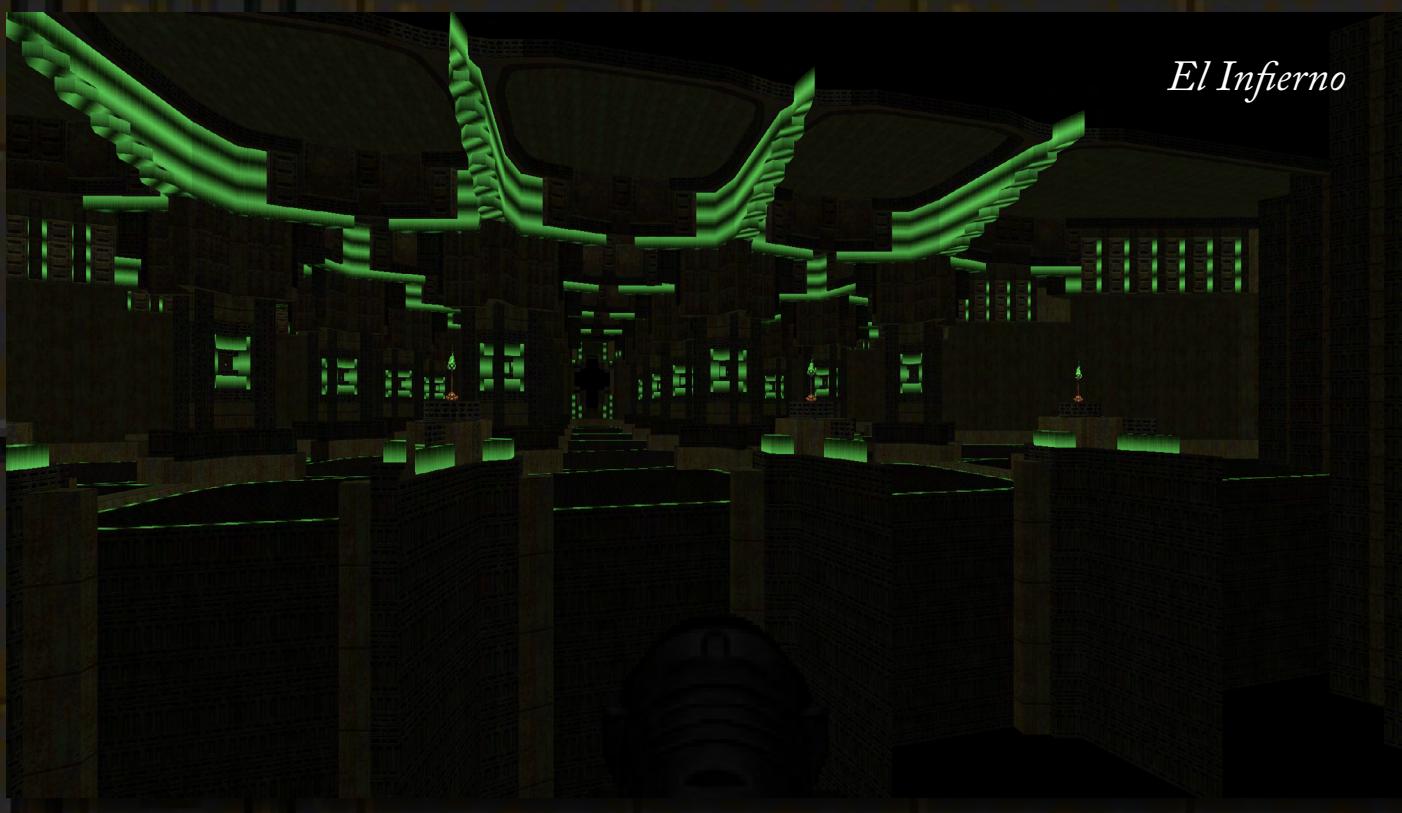
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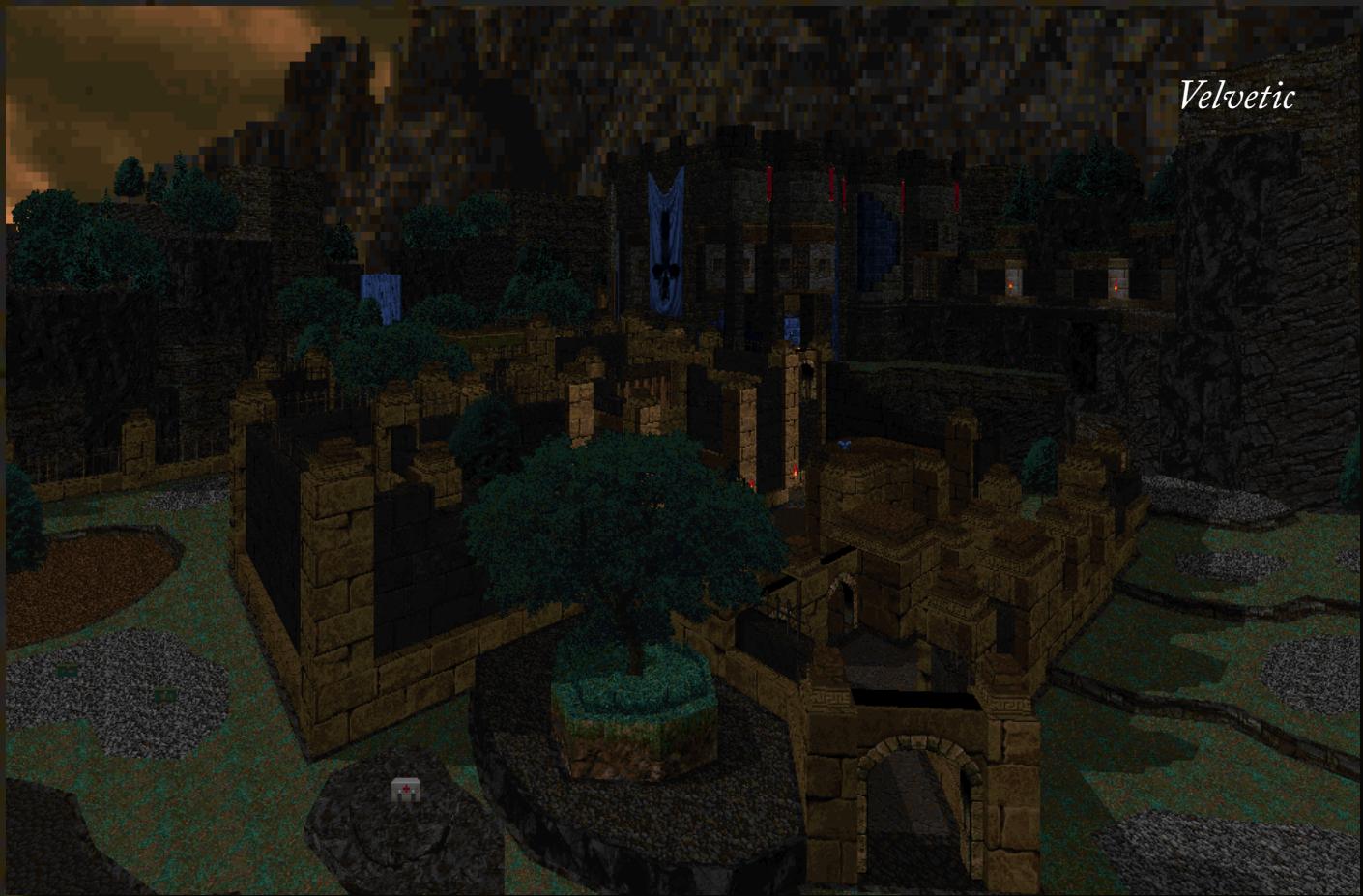


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